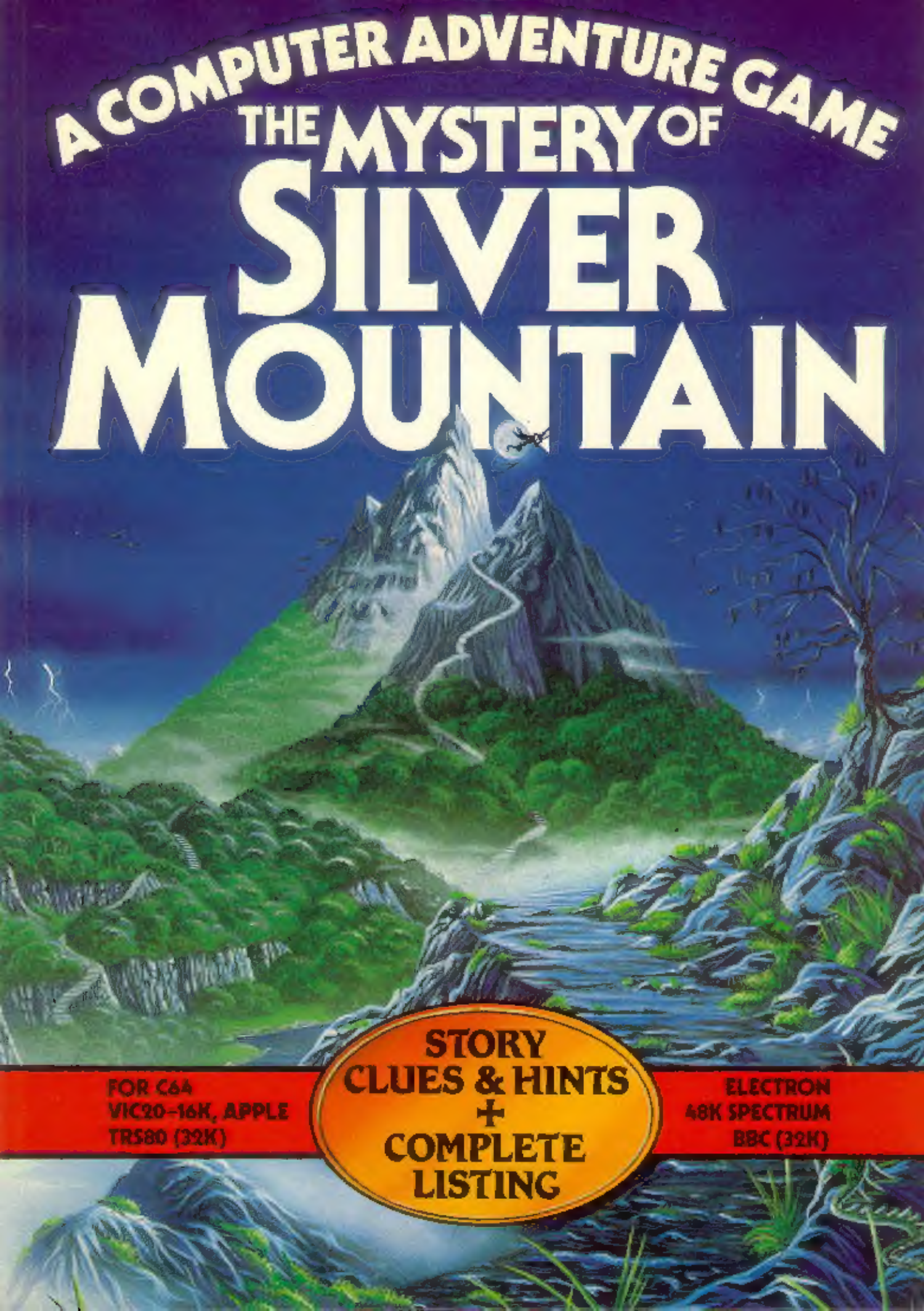
A COMPUTER ADVENTURE GAME

THE MYSTERY OF SILVER MOUNTAIN



STORY
CLUES & HINTS
+
COMPLETE
LISTING

FOR C64
VIC20-16K, APPLE
TRS80 (32K)

ELECTRON
48K SPECTRUM
BBC (32K)

THE MYSTERY OF SILVER MOUNTAIN

Chris Oxlade and Judy Tatchell

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About this book

This book contains an exciting adventure game program to type into your computer and play. The game is set in an imaginary land ruled by a wicked tyrant. Your task is to free the people of the land from his domination. You will need to use magic as well as your skill and imagination to succeed. If you have never played an adventure game before, you can find out what happens in them and what you have to do on the opposite page.

The first half of the book shows you the world in which the adventure takes place and the people and creatures who inhabit it. You can refer to these pages as you play. Some of the pictures contain secret information, or things you may want to examine more closely.

The program listing starts on page 18. It is designed to work on the Commodore 64, VIC 20, Apple, TRS-80, BBC, Electron and Spectrum computers. The program is very long and you need to type it exactly as it is printed for it to work.

Playing the game

You can find out more about how to play the game on page 31.

Over the page you can read the story behind the game and find out more about your quest. Pages 6 and 7 show the imaginary landscape you will travel through. You can look at this when playing the game to find where you are.

There are several puzzles and twists in this game so it will probably take you lots of attempts before you solve it. However, each time you play you will learn more about how to deal with the problems and dangers on your way.*

*If you get completely stuck, there are some clues on page 32.

What is an adventure game?

When you play an adventure game, you become the hero or heroine of the adventure. You have a dangerous quest and you need all your ingenuity and cunning to succeed. You may meet monsters or enemies whom you have to outwit. You may come up against obstacles such as a raging torrent or a landslide blocking your way. You will come across objects as you play the game (a lamp or a rope, for example) which, if you use them properly, will help you to overcome hazards.

In different adventure games you have different tasks. You may be a detective solving a murder. . .
. . . a spy searching for secret information.
. . . a pirate hunting for treasure.

You travel around the imaginary world of the game by telling the computer in which direction you want to move (north, south, east or west). The computer will describe where you are and tell you about any characters or objects there. You type instructions telling the computer what you want to do. You can find out how to give the computer instructions for the game in this book on page 31.

You usually give the computer instructions consisting of two words, for example, CLIMB TREE.

You may lose the game if you get stuck; for instance, if you come to a locked door and you failed to find the key beforehand, or if your enemies capture you. You can play the game as often as you like, though. It will be different each time depending on the route you take, what objects you pick up, how you use them and how you deal with other characters in the game.

You may need to use objects you collect in unusual ways.

Turn the page to find out about your quest in the adventure game in this book.

The legend of Silver Mountain

Clustered in small villages at the foot of Silver Mountain, the Sylvani were once peaceful and prosperous, governed by a wise Council of Elders. Travellers from many lands came to visit and settle amongst these hospitable people.

All who knew of the Sylvani knew also of the Stone of Destiny, held by the royal family in the Palace high on Silver Mountain. The Stone gave a King or Queen the power to direct a person's destiny, but it was never used in malice.

In the reign of Queen Pari Sylvan, a great threat appeared in the shape of a massive, vicious Grarg army, intent on seizing the land and the Stone. With them came their most powerful wizard, Magrarg.

In desperation, Queen Pari Sylvan obtained permission from her Council of Elders to use the Stone. She entered the Silver Chamber and, placing her hands around the Stone, cried the magic words which would unlock its power.

As she spoke, a great thunderclap echoed as Magrarg joined in mental conflict with the powers of the Queen and the Council of Elders, concentrated through the Stone. Sylvani and Grarg alike reeled under the mental shock waves.

One of the Elders was the son of a Grarg wanderer who had settled in peace among the Sylvani. As the clash of minds grew fiercer, he collapsed under the strain of the conflicting forces within him, and Magrarg howled in triumph.

Since then, the Sylvani have lived in terror as slaves of a merciless overlord, Grarg Ogban, and victims of his murderous thugs. He uses the Stone to wreak destruction on the families and friends of anyone who dares oppose him.

The Sylvani Elders once had hope. Pari Sylvan, brutally murdered by the invaders, left behind a baby son, Kylar. He was entrusted to a wise hermit who brought him up. His identity was kept a closely guarded secret.

Before she died, Pari Sylvan had locked into the mind of her infant son a secret: her royal ancestors had given the people certain magic objects whose combined power would overcome any evil force controlling the Stone of Destiny.

Over the centuries the whereabouts of these seemingly insignificant objects had been forgotten. Kylar Sylvan set off to try and locate them. For years he searched, telling no one of his progress for fear of endangering their lives.

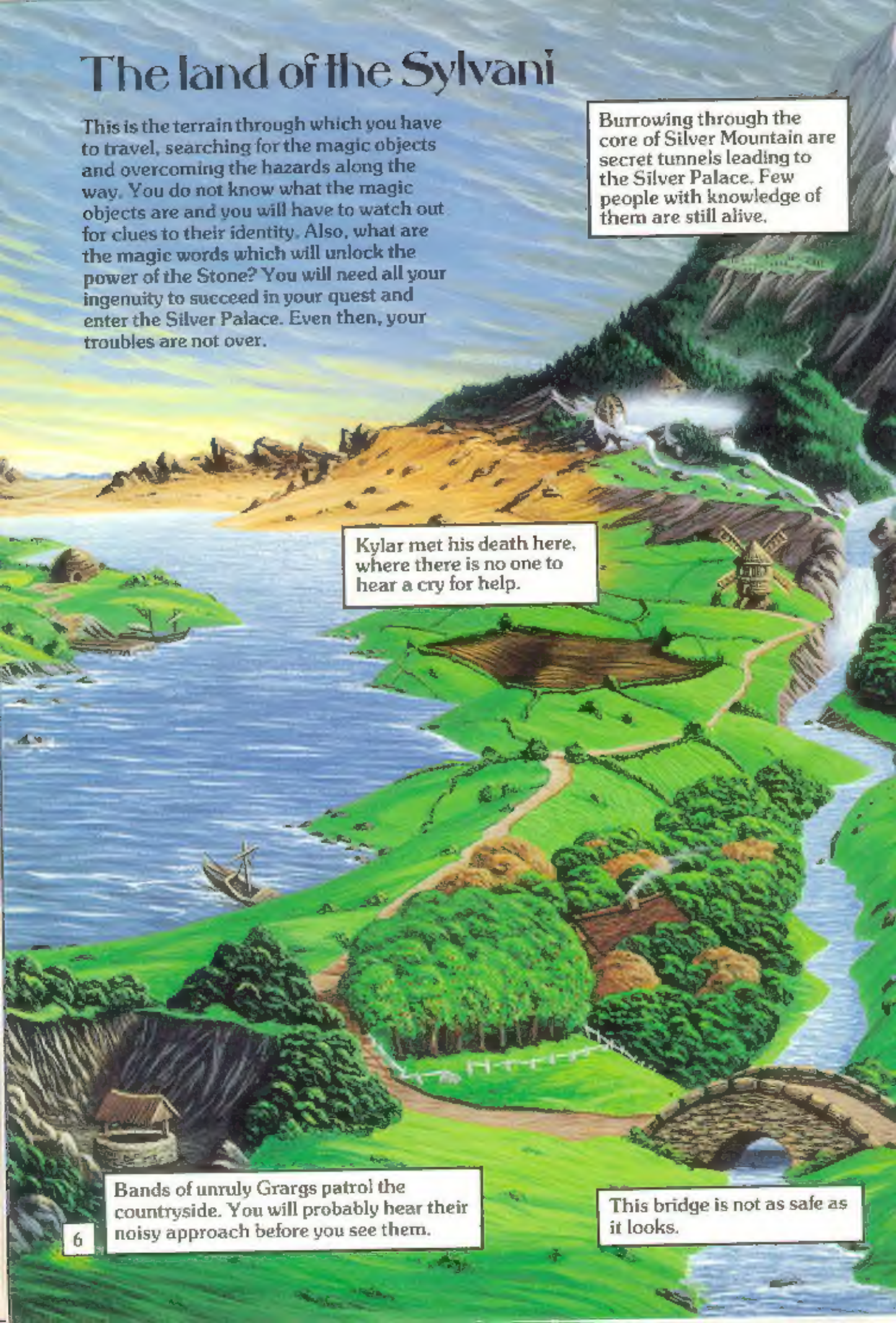
One day, when the Elders sensed he was on the brink of success, Kylar was slain by a greedy Grarg who coveted a brooch he wore – a present from the hermit. Any magic objects he had found returned in a trice to their resting places.

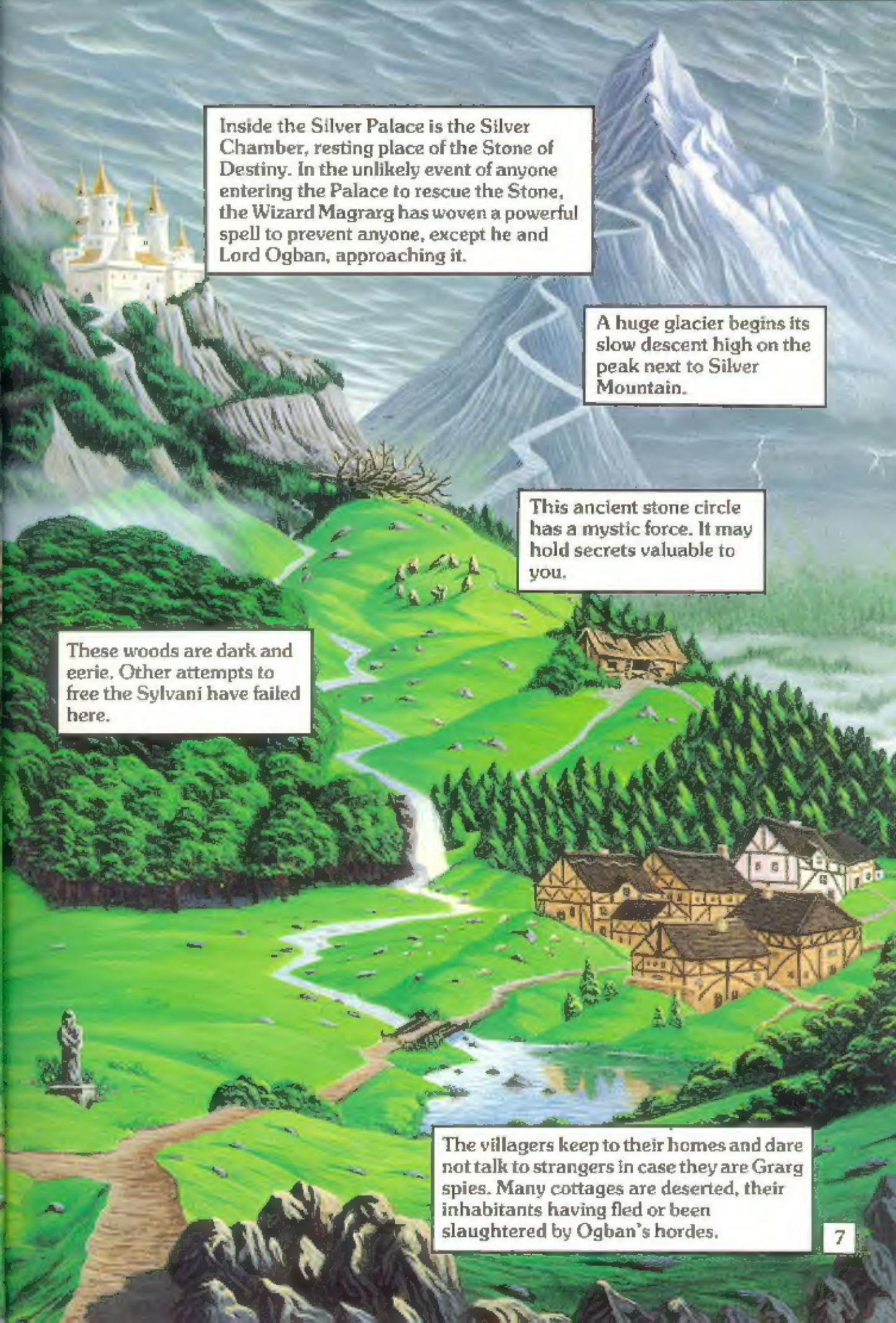
Since then, the Elders have revealed the quest to a succession of true and worthy Sylvani: all have failed. Now they cry out to anyone who will listen:

"Who will accept the challenge and free us from tyranny?"

The land of the Sylvani

This is the terrain through which you have to travel, searching for the magic objects and overcoming the hazards along the way. You do not know what the magic objects are and you will have to watch out for clues to their identity. Also, what are the magic words which will unlock the power of the Stone? You will need all your ingenuity to succeed in your quest and enter the Silver Palace. Even then, your troubles are not over.


Burrowing through the core of Silver Mountain are secret tunnels leading to the Silver Palace. Few people with knowledge of them are still alive.
Kylar met his death here, where there is no one to hear a cry for help.
Bands of unruly Grargs patrol the countryside. You will probably hear their noisy approach before you see them.
This bridge is not as safe as it looks.


Inside the Silver Palace is the Silver Chamber, resting place of the Stone of Destiny. In the unlikely event of anyone entering the Palace to rescue the Stone, the Wizard Magrarg has woven a powerful spell to prevent anyone, except he and Lord Ogban, approaching it.
A huge glacier begins its slow descent high on the peak next to Silver Mountain.
This ancient stone circle has a mystic force. It may hold secrets valuable to you.
These woods are dark and eerie. Other attempts to free the Sylvani have failed here.
The villagers keep to their homes and dare not talk to strangers in case they are Grarg spies. Many cottages are deserted, their inhabitants having fled or been slaughtered by Ogban's hordes.

Characters you will meet

Lord Ogban

Insane with power and greed, Lord Ogban rarely leaves his chamber. Having lost all his natural qualities of leadership, he prefers to stay close to the Stone of Destiny which is his only means of control. He is still a formidable opponent, although he shares the Grarg weakness for the food and wine brought in vast quantities to the door of his chamber by a henchman.

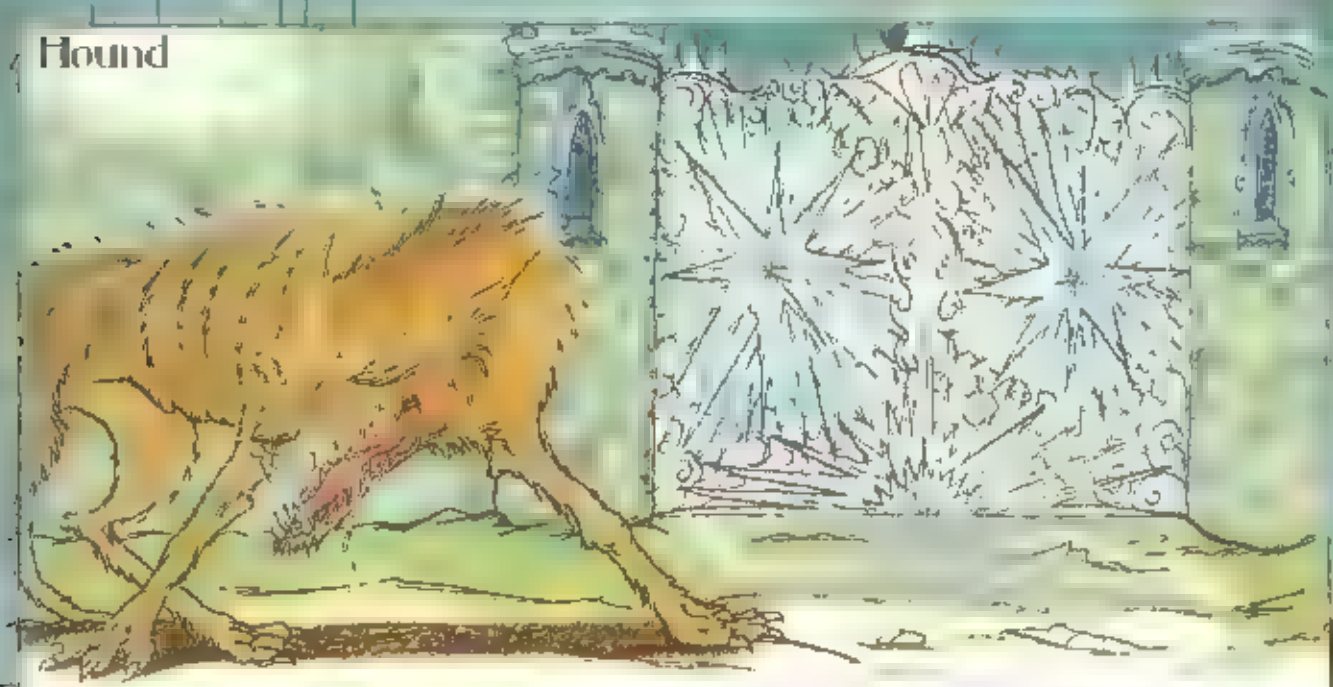
Wizard Magrarg

Although Ogban may consider himself the ruler of the land, in fact it is Magrarg who holds the power. He is happy for Ogban to concern himself with the day to day torment of the Sylvani, leaving the Wizard free to engage in ever more extreme sorcery. So long as he holds the Stone, there is no magician on Earth to match him. His power is so concentrated that should he catch sight of himself in a mirror, the evil reflected back into his eyes would cause an explosive short circuit.

Grargs

Terrorising the countryside are greedy Grarg patrols. They will capture you as soon as look at you. A hefty guard is mounted inside the Palace and any stranger is instantly recognized. Grargs are individually cowardly, yet virtually indestructible due to their sturdy armour and deadly weapons.

Hound

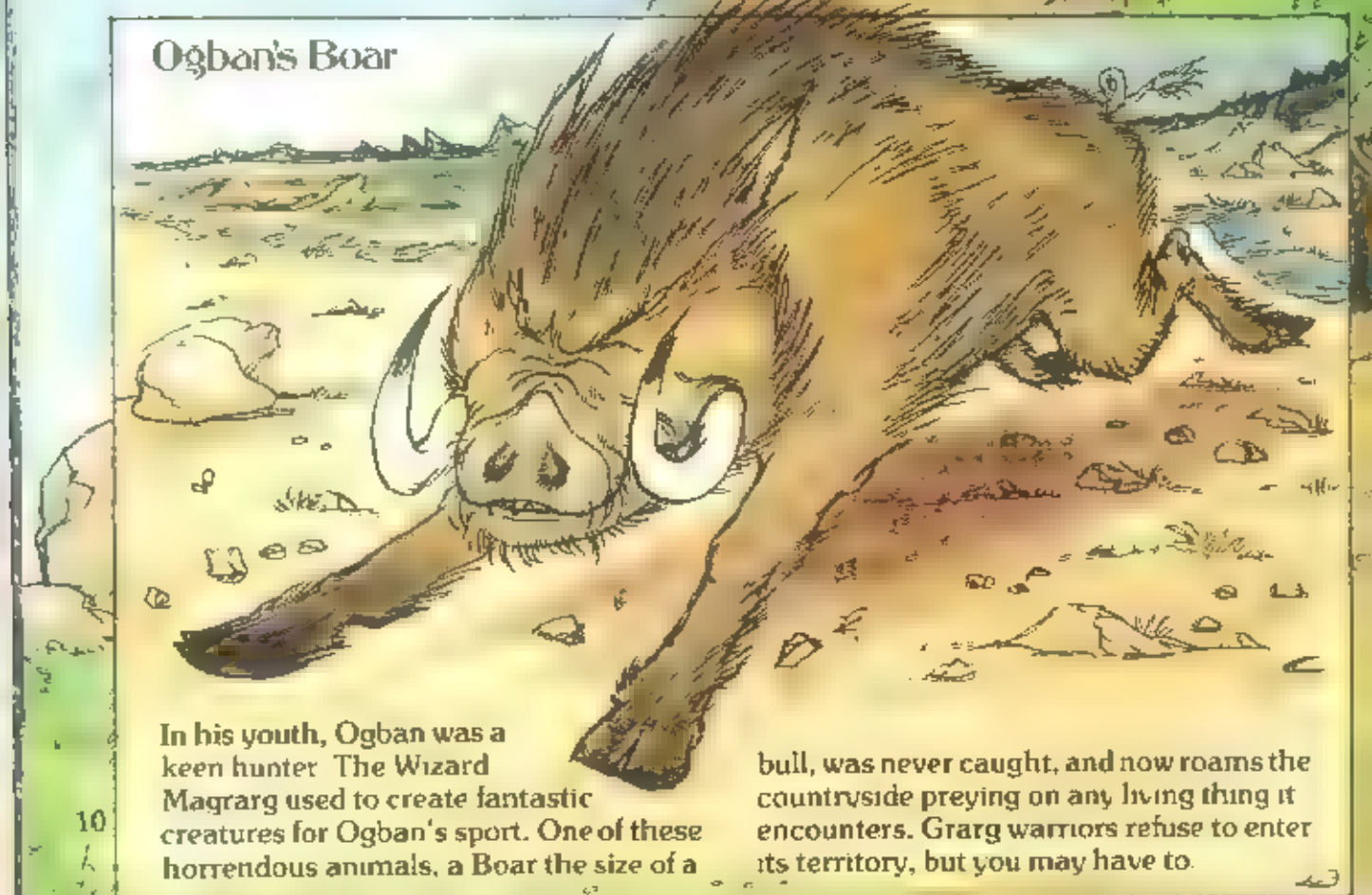


The last gift Queen Pari Sylvan gave her son Kylar was a puppy. Intent on inflicting suffering on any member of the royal household, even a dumb animal, Magrarg put a spell on the puppy condemning it to shiver and starve outside the glass gates of the Palace for ever. Having known no kindness since the first weeks of its life, the playful young puppy has grown into a ferocious guard dog.

Troll

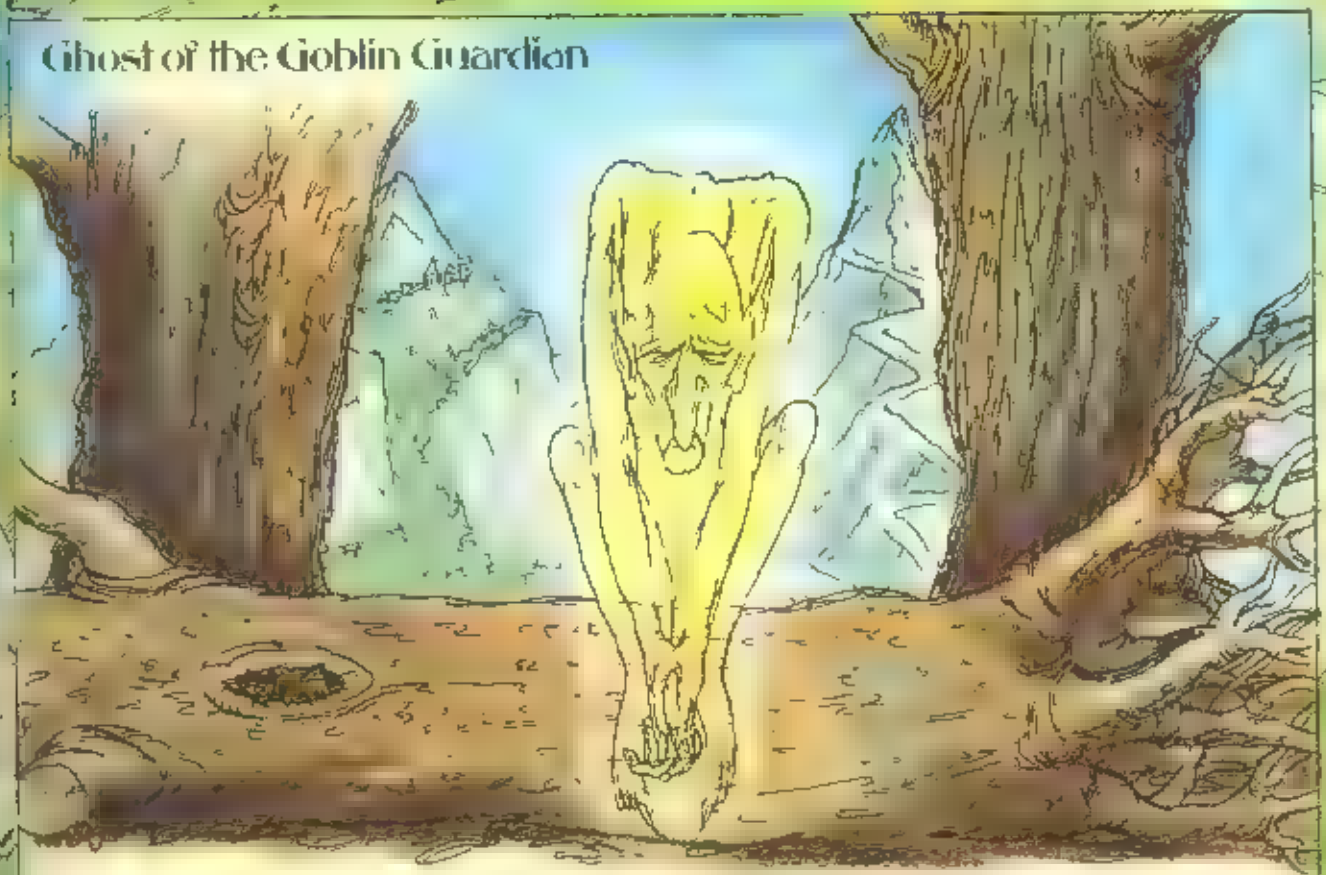
Under the bridge lives a mean Troll. He is kept there by Ogban to prevent Sylvani people from moving freely about the countryside.

Ogban's Boar



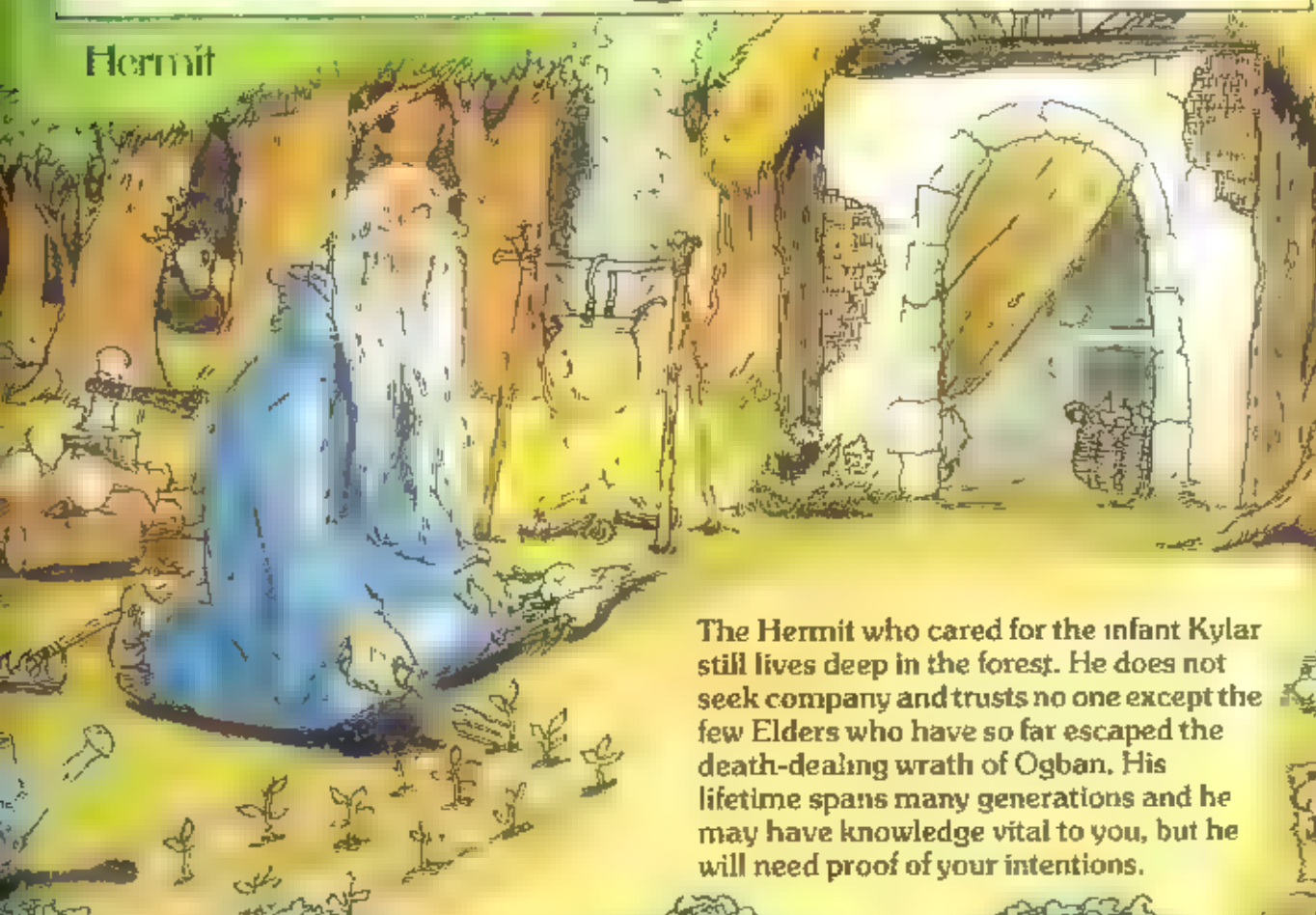
In his youth, Ogban was a keen hunter. The Wizard Magrarg used to create fantastic creatures for Ogban's sport. One of these horrendous animals, a Boar the size of a bull, was never caught, and now roams the countryside preying on any living thing it encounters. Grarg warriors refuse to enter its territory, but you may have to.

Ghost of the Goblin Guardian



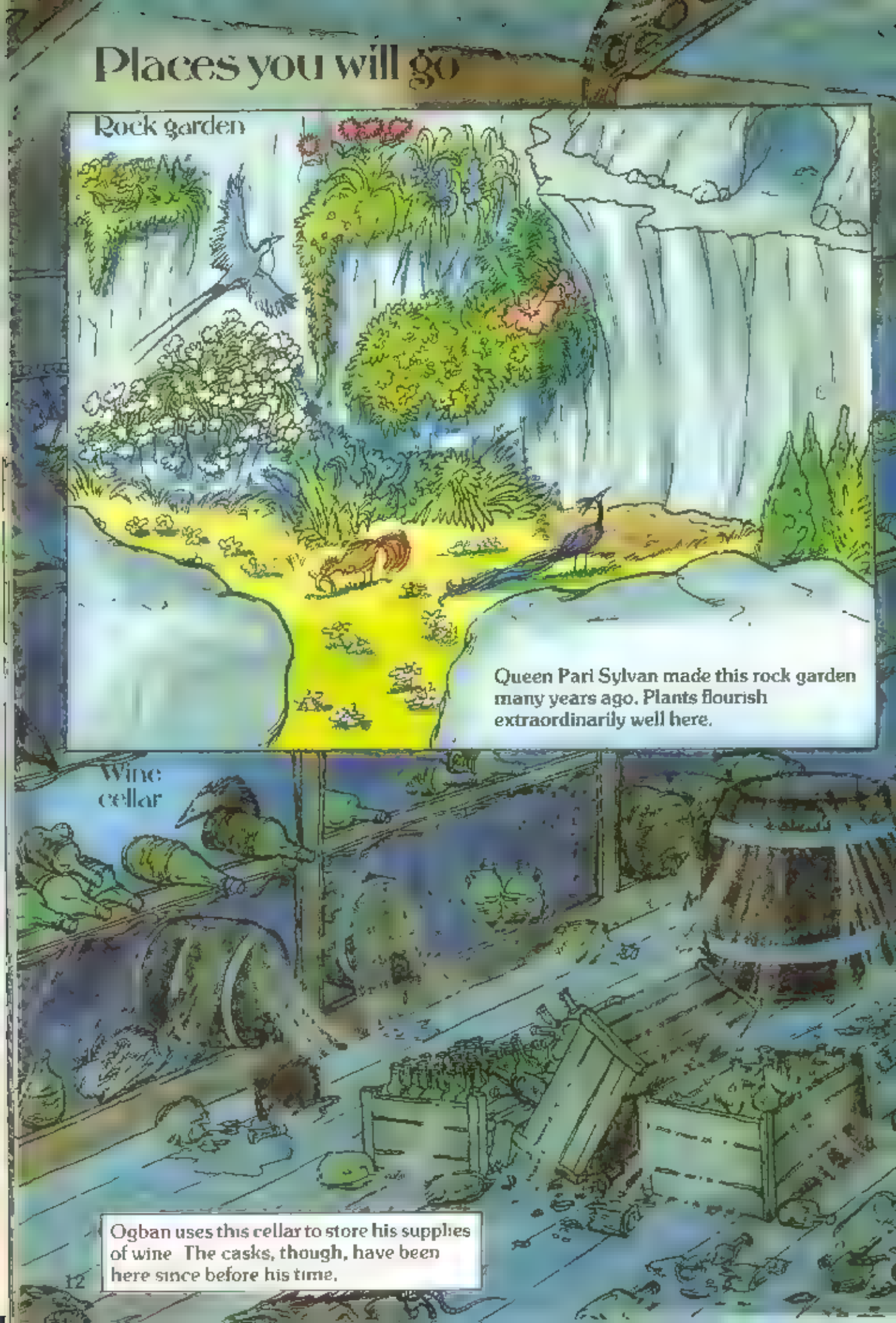
In his lifetime, the Goblin guarded a secret pathway on the side of Silver Mountain When he died, he was buried in the Goblin Graveyard, but Magrarg put a curse on him condemning his ghost to haunt the pathway and prevent anyone from passing. Only one thing can free a goblin's soul: somewhere, the Goblin King has left a riddle out of sympathy for his subject but so far no one has solved it

Hermit



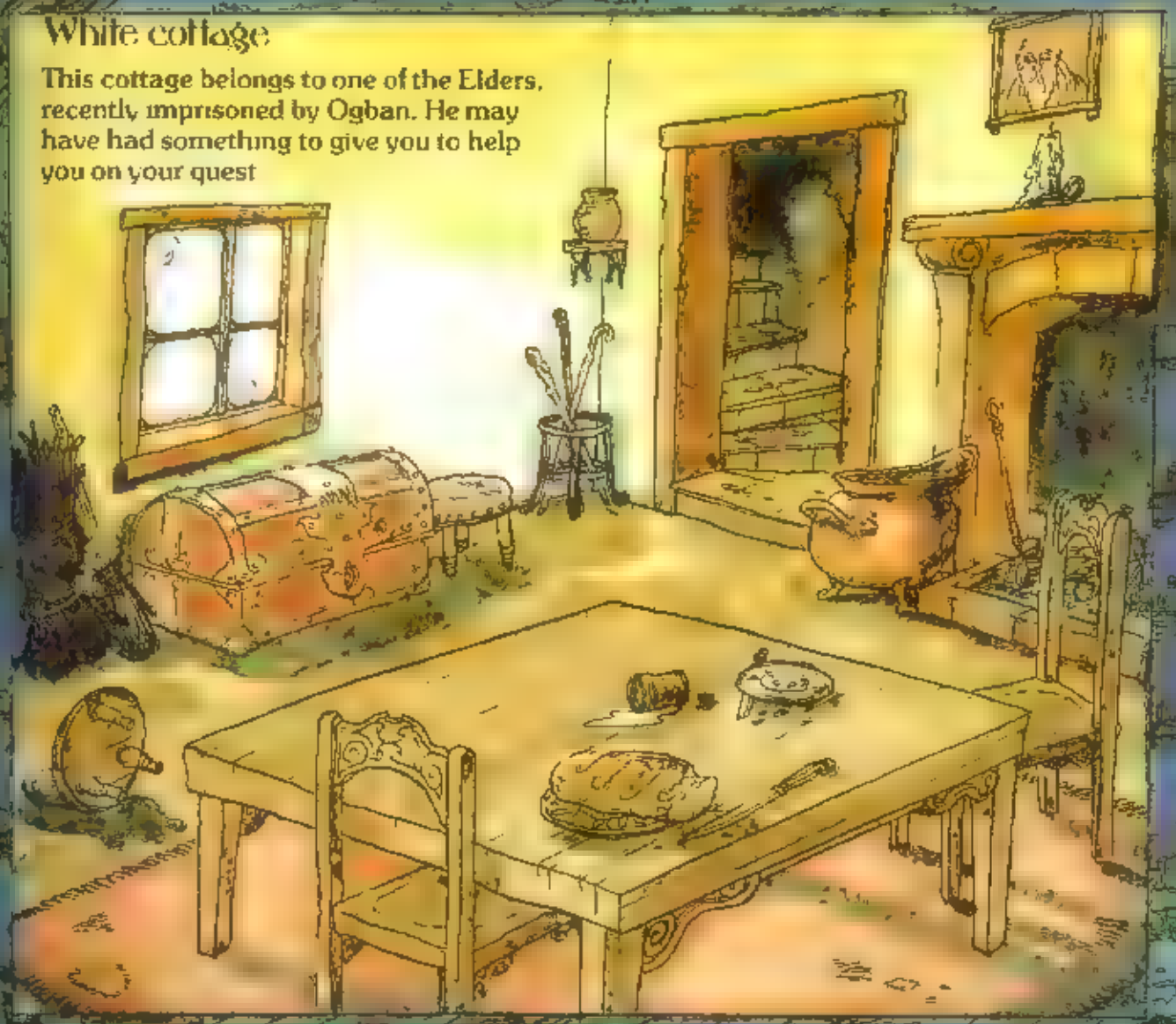
The Hermit who cared for the infant Kylar still lives deep in the forest. He does not seek company and trusts no one except the few Elders who have so far escaped the death-dealing wrath of Ogban. His lifetime spans many generations and he may have knowledge vital to you, but he will need proof of your intentions.

Places you will go

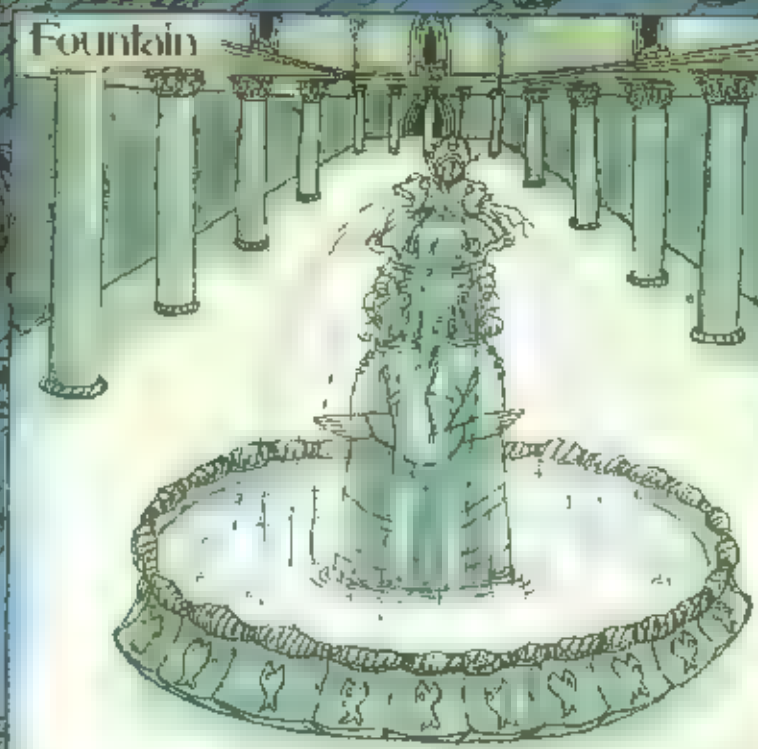

Rock garden
Queen Pari Sylvan made this rock garden many years ago. Plants flourish extraordinarily well here.
Wine cellar
Ogban uses this cellar to store his supplies of wine The casks, though, have been here since before his time.

White cottage

This cottage belongs to one of the Elders, recently imprisoned by Ogban. He may have had something to give you to help you on your quest



Fountain



The fountain has stood in this courtyard for longer than anyone can remember.

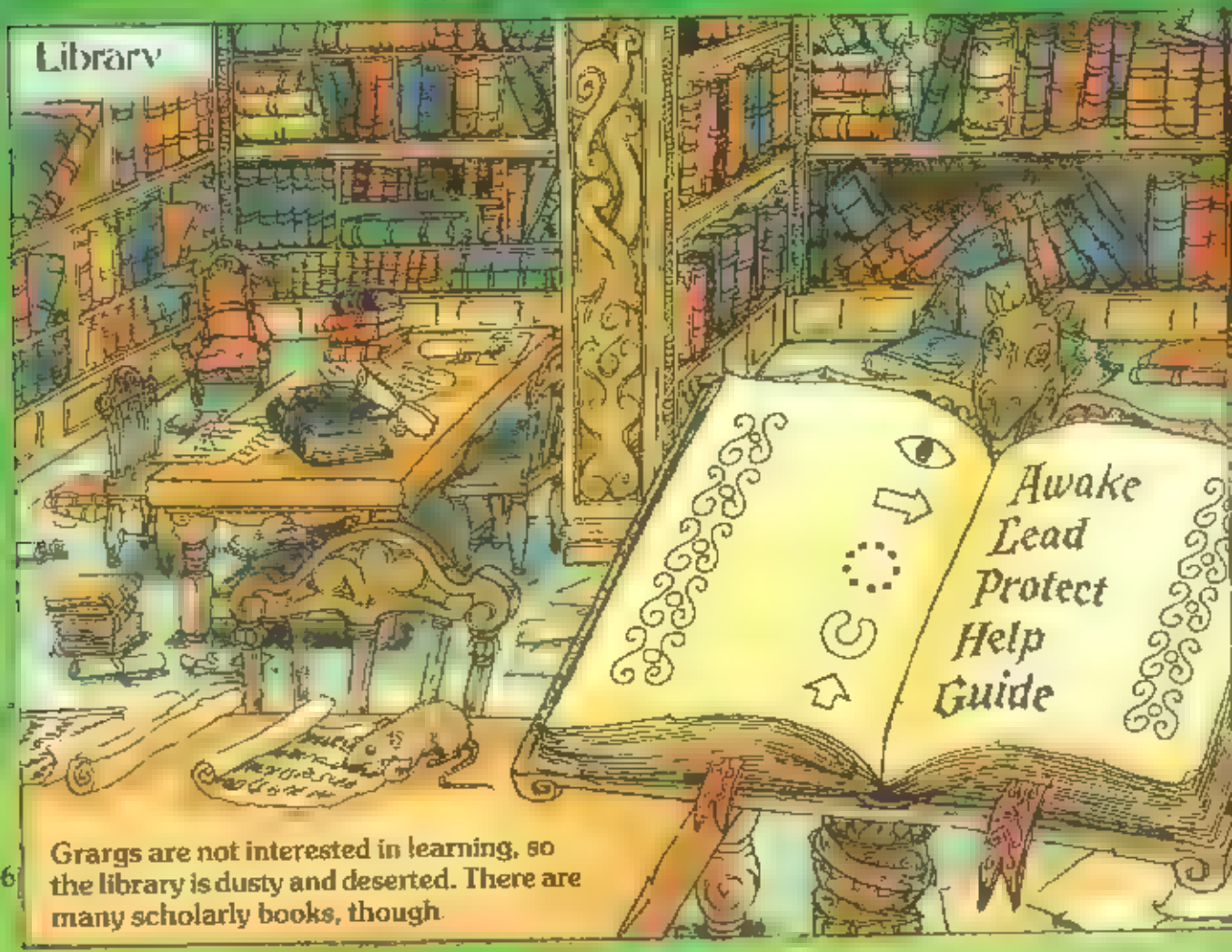
Statue
This statue of an ancient Sylvani ruler has been defaced by the Grargs.
Edge of lake
Should you want to cross the lake, beware. It is said to be bottomless and is subject to freak winds which sweep across its icy surface
Mosaic-floored hall
Here, you will begin to feel a strange force sapping your strength. Do not ignore your surroundings, though.

This is an eerie place. A mysterious epitaph catches your eye but you may not be able to understand it.

Stone circle

You feel a sense of well-being here. The spirits of those who built the circle must be encouraging you.

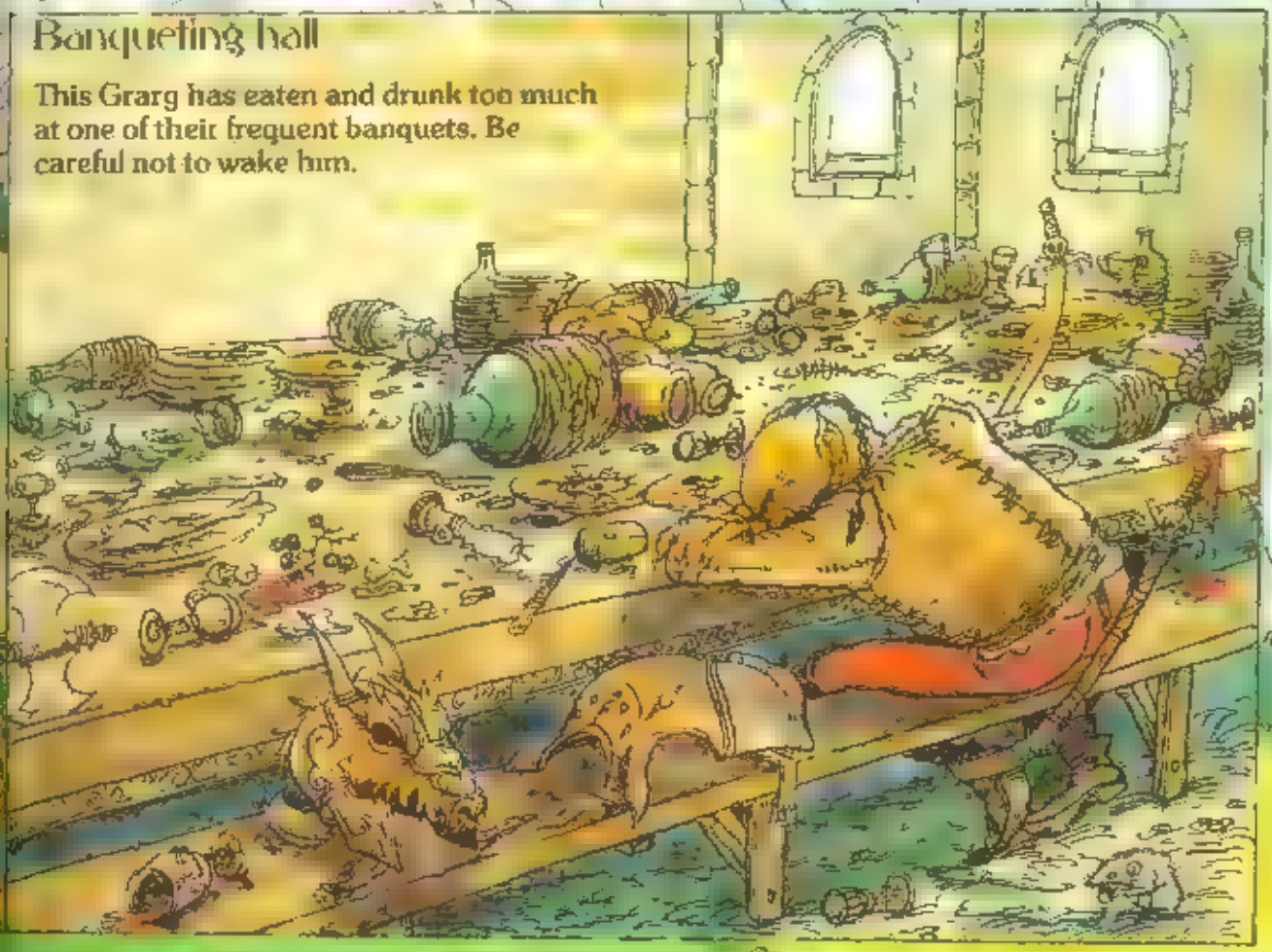
Library



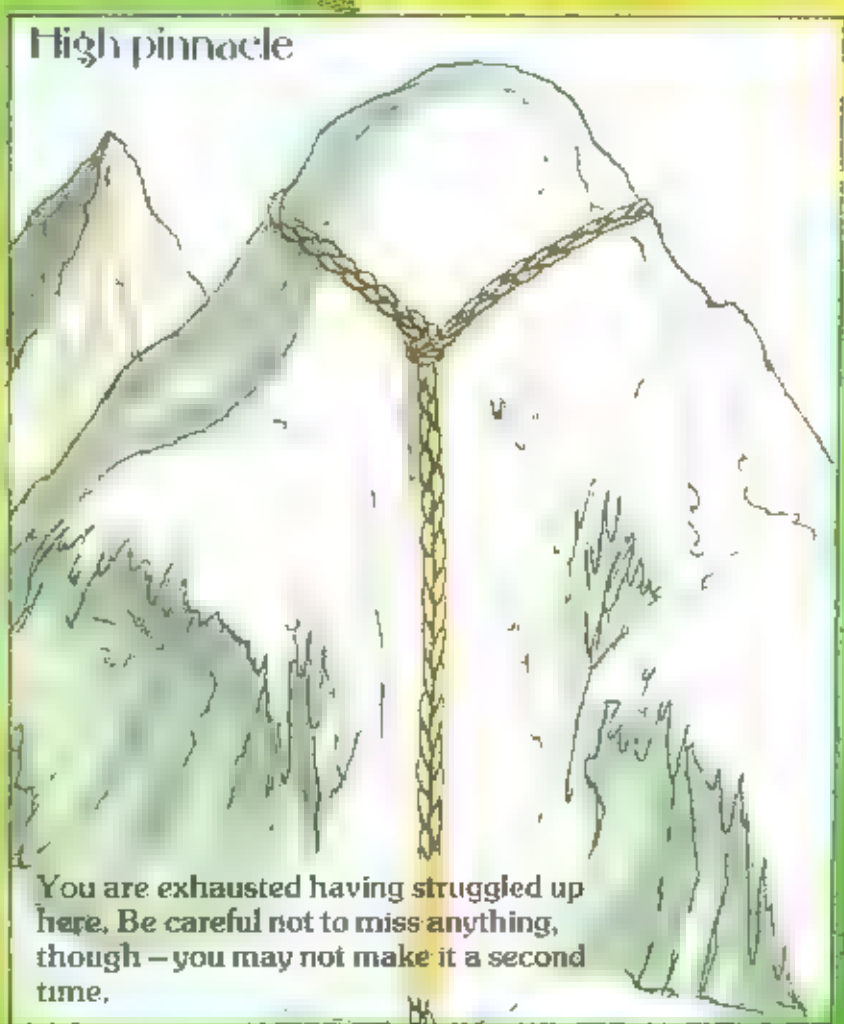
Grargs are not interested in learning, so the library is dusty and deserted. There are many scholarly books, though

Banqueting hall

This Grarg has eaten and drunk too much at one of their frequent banquets. Be careful not to wake him.



High pinnacle



You are exhausted having struggled up here. Be careful not to miss anything, though – you may not make it a second time.

Mystery of Silver Mountain program

The program listing for the Mystery of Silver Mountain starts below. Type it into your computer exactly as it is printed. It is designed to work on the Commodore 64, VIC 20, Apple, TRS-80, BBC, Electron and Spectrum computers. Some of the lines need changing for different computers. These lines are marked with an asterisk and the line changes are listed on pages 28 and 29. When you come across a line marked with an asterisk, refer to these pages to see whether you need to change the line for your computer.

Typing the program in may give you some clues to the game but it will not spoil it for you. If you can persuade a friend to type it in for you, though, all the better. You will probably need to give your friend a reward for doing it as it may take several hours. There will probably be some bugs caused by typing errors, so debug the program very carefully, then save it on tape or disk.

You can find out how to play the game on page 30.

Type the program in very carefully – a single mistake will stop it working properly. Check each line after you have typed it. This is easier than checking large chunks of the program at a time.

```
*10 LET E=39:LET NO=88:LET NV=57:LET G=28
  20 GOSUB 3380
  30 GOSUB 4400
  40 LET L=0
  50 GOSUB 3310
*60 LET P$=X$(VAL(LEFT$(D$,1))+" "+Y$(VAL(MID$(D$,2,1))+" "
*70 LET J$=R$+". "+"YOU ARE "+P$+RIGHT$(D$,LEN(D$)-2)+" ":GOSUB 4830
  80 GOSUB 3330:LET J$=""
  90 FOR I=1 TO G-1
 100 READ D$
*110 LET P$=Y$(VAL(LEFT$(D$,1))):GOSUB 3350
*120 IF F(I)=0 AND C(I)=R THEN LET J$=J$+" "+P$+" "+D$+","
 130 NEXT I
 140 IF R=29 AND F(48)=0 THEN LET J$=J$+" GRARBS FEASTING,"
 150 IF R=29 AND F(48)=1 THEN LET J$=J$+" A SLEEPING GRARB,"
 160 IF R=12 OR R=22 THEN LET J$=J$+" A PONY,"
 170 IF R=64 THEN LET J$=J$+" A HERMIT,"
*180 IF R=18 AND E$(18)="N" THEN LET J$=J$+" AN OAK DOOR,"
 190 IF R=59 AND F(68)=1 THEN LET J$=J$+" OGBAN (DEAD),"
 200 IF J$<>"" THEN LET J$=", YOU CAN SEE"+J$
 210 LET J$=J$+" AND YOU CAN GO "
 220 GOSUB 4830:PRINT " ";
*230 FOR I=1 TO LEN(E$(R)):PRINT MID$(E$(R),I,1);",";
 240 NEXT I:PRINT:PRINT
*250 LET R$="PARDON?":PRINT "==========="
*260 PRINT:PRINT:PRINT "WHAT WILL YOU DO NOW "
 270 INPUT I$
 280 IF I$="SAVE GAME" THEN GOTO 4630
 290 LET V$="":LET T$="":LET VB=0:LET B=0
*300 FOR I=1 TO LEN(I$)
*310 IF MID$(I$,I,1)=" " AND V$="" THEN LET V$=LEFT$(I$,I-1)
*320 IF MID$(I$,I+1,1)<>" " AND V$<>"" THEN LET T$=MID$(I$,I+1,LEN(I$)-1):LET I=LEN(I$
 330 NEXT I:IF T$="" THEN LET V$=I$
 340 IF LEN(V$)<3 THEN LET V$=V$+"0":GOTO 340
 350 IF V$="PLAY" THEN LET V$="BLO"
```

Before you begin typing, look at pages 28 to 30 to find out which lines need changing for your computer. You could put a pencil mark beside these lines in the main program listing to remind you that they need changing.

You need to type in different numbers of equals signs on different computers in line 250. See pages 28 to 30.

```
*360 LET U$=LEFT$(V$,3)
*370 FOR I=1 TO NV:IF MID$(B$,I*3-2,3)=U$ THEN LET VB=I:LET I=NV
 380 NEXT I:LET F(36)=0
 390 GOSUB 3330
 400 FOR I=1 TO NO:READ D$:IF I<=6 THEN GOSUB 3350
 410 IF T$=D$ THEN LET B=I:LET I=NO
 420 NEXT I
 430 IF B=0 AND F(36)=0 AND T$<>"" THEN LET T$=T$+"S":LET F(36)=1:GOTO 390
 440 IF VB=0 THEN LET VB=NV+1
 450 IF T$="" THEN LET R$="I NEED TWO WORDS"
 460 IF VB>NV THEN LET R$="TRY SOMETHING ELSE"
 470 IF VB>NV AND B=0 THEN LET R$="YOU CANNOT "+I$
 480 IF B>6 OR B=0 THEN GOTO 510
 490 IF VB=8 OR VB=9 OR VB=14 OR VB=17 OR VB=44 OR VB>54 THEN GOTO 520
 500 IF VB<NV AND C(B)<>0 THEN LET R$="YOU DO NOT HAVE THE "+T$:GOTO 30
*510 IF R=56 AND F(35)=0 AND VB<>37 AND VB<>53 THEN LET R$=X1$+" HAS GOT YOU ":GOTO 30
 520 IF VB=44 OR VB=47 OR VB=19 OR VB=57 OR VB=49 THEN GOTO 540
 530 IF R=48 AND F(63)=0 THEN LET R$=X9$:GOTO 30
 540 LET H=VAL(STR$(R)+STR$(B))
*550 ON INT((VB-1)/13)+1 GOTO 560,580,600,620,640
*560 ON VB GOSUB 800,800,800,800,800,800,1220,1290,1290,1470,1470,1750,1890
 570 GOTO 650
*580 ON VB-13 GOSUB 1960,1980,2010,2050,2070,2120,2220,2310,2380,2420,2450,2470,2520
 590 GOTO 650
*600 ON VB-26 GOSUB 2550,2580,2610,2650,2670,2700,2720,2730,2830,2800,2870,2730,2920
 610 GOTO 650
*620 ON VB-39 GOSUB 2950,2990,3010,3050,3070,2310,2990,3070,3130,2120,3190,1470,3100
 630 GOTO 650
 640 ON VB-52 GOSUB 2870,3150,1290,1290,3170,3200
 650 IF F(62)=1 THEN GOTO 730
 660 IF R=41 THEN LET F(67)=F(67)+1:IF F(67)=10 THEN LET F(56)=1:LET R$="YOU SANK "
 670 IF R=56 AND F(35)=0 AND C(10)<>0 THEN LET R$=X1$+" GETS YOU ":LET F(56)=1
 680 IF F(56)=0 THEN GOTO 30
*690 GOSUB 4400:PRINT R$
*700 PRINT "YOU HAVE FAILED IN YOUR QUEST!"
*710 PRINT:PRINT "BUT YOU ARE GRANTED ANOTHER TRY"
 720 GOSUB 3360:RUN
 730 GOSUB 4400

 740 PRINT "HOOOOORRRRRRAAAAAYYYYYY!"
 750 PRINT
*760 PRINT "YOU HAVE SUCCEEDED IN YOUR"
*770 PRINT "QUEST AND BROUGHT PEACE TO"
*780 PRINT "THE LAND"
 790 STOP

 800 LET D=VB
 810 IF D=5 THEN LET D=1
 820 IF D=6 THEN LET D=3
 830 IF NOT ( R=75 AND D=2. OR (R=76 AND D=4)  OR F(64)=1 THEN GOTO 850
 840 LET R$="B JSPNN TUPQT ZPV DSPTTJDF":GOSUB 4260:RETURN
```

If you have a C64, leave out all spaces between words and numbers in lines 510, 580, 600 and 620 as well as the command LET

The message in lines 740 to 780 will be printed on the screen if you win the game.

The words in line 840 are in code so copy each letter carefully

If you have a C64, leave out the spaces in line 900 and use the shortened form of the command RETURN (see page 28).

```
 850 IF F(64)=1 THEN LET F(64)=0
 860 IF F(51)=1 OR F(29)=1 THEN GOTO 900
 870 IF F(55)=1 THEN LET F(56)=1:LET R$="GRARGS HAVE GOT YOU ":RETURN
 880 IF R=29 AND F(48)=0 THEN LET R$="GRARGS WILL SEE YOU!":RETURN
 890 IF R=73 OR R=42 OR R=9 OR R=10 THEN LET R$=X3$:LET F(55)=1:RETURN
*900 IF (C(8)=0 AND (R=52 AND D=2) OR (R=3 AND D=3)) THEN LET R$="THE BOAT IS TOO HEAVY":RETURN
*910 IF C(8)<>0 AND (R=52 AND D=4) OR (R=3 AND D=3) THEN LET R$="YOU CANNOT SWIM":RETURN
 920 IF R=52 AND C(8)=0 AND D=4 AND F(30)=0 THEN LET R$="NO POWER ":RETURN
 930 IF R=41 AND D=3 AND F(31)=0 THEN LET R$="UIF CPBU JT TJOLJOH ":GOSUB 4260:RETURN
 940 IF R=33 AND D=1 AND F(32)=0 THEN LET R$="OGBAN S BOAR BLOCKS YOUR PATH":RETURN
 950 IF (R=3 AND D=2) OR (R=4 AND D=4)) AND F(45)=0 THEN LET R$=X5$:RETURN
 960 IF R=35 AND C(13)<>0 THEN LET R$="THE ICE IS BREAKING ":RETURN
 970 IF R=5 AND (D=2 OR D=4) THEN GOSUB 4310
 980 IF R=4 AND D=4 THEN LET R$="PASSAGE IS TOO STEEP":RETURN
 990 IF R=7 AND D=2 AND F(46)=0 THEN LET R$="A HUGE HOUND BARS YOUR WAY":RETURN
1000 IF (R=38 OR R=37) AND F(50)=0 THEN LET R$="JU JT UPP EBSL":GOSUB 4260:RETURN
*1010 IF R=49 AND D=2 AND F(54)=0 THEN LET R$="MYSTERIOUS FORCES HOLD YOU BACK":RETURN
1020 IF R=49 AND D=3 AND F(68)=0 THEN LET R$="YOU MET OGBAN  ":LET F(56)=1:RETURN
1030 IF R=38 AND F(65)=0 THEN LET R$="RATS NIBBLE YOUR ANKLES":RETURN
*1040 IF R=58 AND (D=1 OR D=4) AND F(66)=0 THEN LET R$="YOU GET CAUGHT IN THE WEBS ":RETURN
1050 IF R=48 AND D=4 AND F(70)=0 THEN LET R$="THE DOOR DOES NOT OPEN":RETURN
1060 IF R=40 AND F(47)=1 THEN LET F(68)=1
*1070 IF R=37 AND D=4 AND E$(37,"EW") THEN LET R=67:LET R$="THE PASSAGE WAS STEEP ":RETURN
1080 IF R=29 AND D=3 THEN LET F(48)=1:LET F(20)=0
1090 IF R=8 AND D=2 THEN LET F(46)=0
1100 LET OM=R:FOR I=1 TO LEN(E$(R))
*1110 LET K$=MID$(E$(OM),I,1)
1120 IF (K$="N" OR K$="U") AND D=1 THEN LET R=R-10
1130 IF K$="E" AND D=2 THEN LET R=R+1
1140 IF (K$="S" OR K$="D") AND D=3 THEN LET R=R+10
1150 IF K$="W" AND D=4 THEN LET R=R-1
1160 NEXT I:LET R$="OK"
1170 IF R=OM THEN LET R$="YOU CANNOT GO THAT WAY"
1180 IF ((OM=75 AND D=2) OR (OM=76 AND D=4)) THEN LET R$="OK. YOU CROSSED"
1190 IF F(29)=1 THEN LET F(39)=F(39)+1
*1200 IF F(39)>5 AND F(29)=1 THEN LET R$="CPPUT IBWF XPSO PVU":GOSUB 4260:LET F(29)=0:LET C(3)=0:
1210 RETURN
1220 GOSUB 3330:LET R$="OK":LET F(49)=0
1230 PRINT "YOU HAVE ";
*1240 FOR I=1 TO 6:READ O$:GOSUB 3350:IF I=1 AND C(1)=0 AND F(64)=1 THEN LET O$="CDIN"
1250 IF I=6 AND C(5)=0 THEN GOTO 1270
1260 IF C(I)=0 THEN PRINT O$;",";:LET F(49)=1
1270 NEXT I:IF F(49)=0 THEN PRINT "NOTHING"
1280 PRINT:GOSUB 3360:RETURN
1290 IF H=6577 THEN LET R$="HOW?":RETURN
1300 IF H=4177 OR H=5177 THEN LET B=16:GOSUB 2380:RETURN
1310 IF B=38 THEN LET R$="TOO HEAVY ":RETURN
1320 IF B=4 AND F(43)=0 THEN LET R$="IT IS FIRMLY NAILED ON ":RETURN
1330 LET CO=0:FOR I=1 TO 6-1:IF C(I)=0 THEN LET CO=CO+1
1340 NEXT I:IF CO>3 THEN LET R$="YOU CANNOT CARRY ANY MORE":RETURN
1350 IF B>6 THEN LET R$="YOU CANNOT GET THE "+T$:RETURN
```

If you have a C64, leave out the spaces between words and numbers in lines 1010, 1040 and 1070

If you have a C64, leave out the spaces in line 1200.

```
1360 IF B=0 THEN RETURN
1370 IF C(B)<>R THEN LET R$="IT IS NOT HERE "
1380 IF F(B)=1 THEN LET R$="WHAT "+T$+"?"
1390 IF C(B)=0 THEN LET R$="YOU ALREADY HAVE IT"
1400 IF C(B)=R AND F(B)=0 THEN LET C(B)=0:LET R$="YOU HAVE THE "+T$
1410 IF B=28 THEN LET C(5)=8
1420 IF B=5 THEN LET C(28)=0
1430 IF C(4)=0 AND C(12)=0 AND C(15)=0 THEN LET F(54)=1
1440 IF B=8 AND F(30)=1 THEN LET C(2)=0
1450 IF B=2 THEN LET F(30)=0
1460 RETURN
1470 LET R$="YOU SEE WHAT YOU MIGHT EXPECT!"
1480 IF B>0 THEN LET R$="NOTHING SPECIAL"
1490 IF B=46 OR B=88 THEN GOSUB 2550
1500 IF H=8076 THEN LET R$="IT IS EMPTY"
1510 IF H=8080 THEN LET R$="AHA ":LET F(1)=0
1520 IF H=7029 THEN LET R$="OK":LET F(2)=0
1530 IF B=20 THEN LET R$="NB.DIFT JO QPDLFU":GOSUB 4260:LET C(26)=0
1540 IF H=1648 THEN LET R$="THERE ARE SOME LETTERS "+G$(2)+" "
1550 IF H=7432 THEN LET R$="UIF BSF BQQMF USFFT":GOSUB 4260:LET F(5)=0
1560 IF H=2134 OR H=2187 THEN LET R$="OK":LET F(16)=0
1570 IF B=35 THEN LET R$="IT IS FISHY!":LET F(17)=0
1580 IF H=3438 THEN LET R$="OK":LET F(22)=0
1590 IF H=242 THEN LET R$="A FADED INSCRIPTION"
1600 IF (H=1443 OR H=1485) AND F(33)=0 THEN LET R$="B HMJNNFSJDH GSPN UIF EFQUIT":GOSUB 4260
1610 IF (H=1443 OR H=1485) AND F(33)=1 THEN LET R$="SOMETHING HERE...":LET F(12)=0
1620 IF H=2479 OR H=2444 THEN LET R$="THERE IS A HANDLE"
1630 IF B=9 THEN LET R$="UIF MBDFM SFBET  QPJTPO ":GOSUB 4260
1640 IF H=4055 THEN GOSUB 3290
1650 IF H=2969 AND F(48)=1 THEN LET R$="VERY JOLLY!"
1660 IF H=7158 OR H=7186 THEN LET R$="THERE ARE LOOSE BRICKS"
1670 IF B=49 THEN LET R$="VERY INTERESTING!"
1680 IF B=52 OR B=82 OR B=81 THEN LET R$="INTERESTING "
1690 IF H=6978 THEN LET R$="THERE IS A WOODEN DOOR"
1700 IF H=6970 THEN LET R$="YOU FOUND SOMETHING":LET F(4)=0
1710 IF H=2066 THEN LET R$="A LARGE CUPBOARD IN THE CORNER"
1720 IF H=6865 OR H=6853 THEN LET R$="THERE ARE NINE STONES"
1730 IF H=248 THEN LET R$="B GBEFE XPSE - 'N S I T'":GOSUB 4260
1740 RETURN
1750 IF B=64 THEN LET R$="HE GIVES IT BACK!"
1760 IF H=6425 THEN GOSUB 3210
1770 IF B=75 OR B=76 THEN LET R$="HE DOES NOT WANT IT"
1780 IF B=62 AND F(44)=0 THEN LET R$="YOU HAVE RUN OUT "
1790 IF  H=7562 OR H=7662 AND F(44)=0 AND C(1)=0 THEN LET R$="HE TAKES IT":LET F(64)=1
1800 IF F(64)=1 THEN LET F(44)=F(44)-1:IF F(44)=0 THEN LET C(1)=81
1810 IF B=1 THEN LET R$="HE TAKES THEM ALL!":LET C(1)=81:LET F(64)=1:LET F(44)=0
1820 IF H=2228 AND C(5)=81 THEN LET R$=XB$+"NORTH":LET C(28)=8:LET R=12
1830 IF (H=2228 AND C(5)=0) OR H=225 THEN LET R$=XB$+"NORTH":LET R=12
1840 IF (H=2228 AND C(5)=0) OR H=125 THEN LET R$=XB$+"SOUTH":LET R=22
1850 IF R=7 OR R=33 THEN LET R$="HE EATS IT!":LET C(8)=8
1860 IF H=711 THEN LET F(46)=1:LET R$="HE IS DISTRACTED"
```

Leave spaces between quotes wherever they occur in the listing, for instance at the end of line 1400

If you have a C64, leave out the spaces in line 1600. Also, use the shortened form of the command GOSUB (see page 28).

Use a ruler to keep your place in the listing. Put it under the line you are typing, moving it down the listing line by line as you go.

```
1870 IF H=385 OR H=3824 THEN LET R$="THEY SCURRY AWAY":LET C(8)=81:LET F(65)=1
1880 RETURN
1890 LET R$="YOU SAID IT"
1900 IF B=84 THEN LET R$="YOU MUST SAY THEM ONE BY ONE ":RETURN
1910 IF R<>47 OR B<71 OR B>75 OR C(27)<>0 THEN RETURN
1920 IF B=71 AND F(60)=0 THEN LET R$="I'M":LET F(60)=1:RETURN
1930 IF B=72 AND F(60)=1 AND F(61)=0 THEN LET R$="AM":LET F(61)=1:RETURN
1940 IF B=(F(52)+73) AND F(60)=1 AND F(61)=1 THEN LET F(62)=1:RETURN
1950 LET R$="THE WRONG SACRED WORD!":LET F(56)=1 RETURN
1960 IF B=5 OR B=10 THEN GOSUB 1290
1970 RETURN
1980 IF B=3 THEN LET F(29)=1:LET R$="IPV BSF JOWJTJCMF":LET F(55)=0:GOSUB 4260
1990 IF B=20 THEN LET F(51)=1:LET R$="IPV BSF EJTHVJTFE":LET F(55)=0:GOSUB 4260
2000 RETURN
2010 IF B=2 OR B=14 THEN LET R$="NOTHING TO TIE IT TO "
2020 IF H=7214 THEN LET R$="IT IS TIED":LET C(14)=72:LET F(53)=1
2030 IF H=722 THEN LET R$="OK":LET F(40)=1:LET C(2)=72
2040 RETURN
2050 IF H=1547 AND F(38)=1 THEN LET R$="ALL RIGHT":LET R=16
2060 IF B=14 OR B=2 THEN LET R$="NOT ATTACHED TO ANYTHING "
2070 IF H=5414 AND C(14)=54 THEN LET R$="YOU ARE AT THE TOP"
2080 IF H=7214 AND F(53)=1 THEN LET R$="GOING DOWN":LET R=71
2090 IF H=722 AND F(40)=1 THEN LET R=7:LET R$="IT IS TORN":LET C(2)=81:LET F(40)=0
2100 IF H=714 AND F(53)=1 THEN LET C(4)=71:LET F(53)=0:LET R$="IT FALLS DOWN-BUMP!"
2110 RETURN
2120 IF H=522 THEN LET R$="OK":LET F(30)=1
2130 IF B=1 OR B=62 OR B=5 OR B=28 OR B=11 OR B=24 THEN GOSUB 1750
2140 IF H=416 THEN LET R$="IPV IBWF FGL BGMPBL":LET F(31)=1:GOSUB 4260:RETURN
2150 IF H=4116 THEN LET R$="IT IS NOT BIG ENOUGH!":RETURN
2160 IF B=18 OR B=7 THEN GOSUB 2470
2170 IF B=13 THEN GOSUB 2730
2180 IF B=19 THEN GOSUB 3070
2190 IF B=10 THEN GOSUB 2870
2200 IF B=16 OR B=6 THEN GOSUB 2380
2210 RETURN
2220 IF B=76 OR B=38 THEN GOSUB 1470
2230 IF H=2030 THEN LET F(9)=0:LET R$="OK"
2240 IF H=6030 THEN LET R$="OK":LET F(3)=0
2250 IF H=2444 OR H=1870 THEN LET R$="YOU ARE NOT STRONG ENOUGH"
2260 IF H=3756 THEN LET R$="A PASSAGE!":LET E$(37)="EW"
2270 IF H=5960 THEN GOSUB 3260
2280 IF H=6970 THEN LET R$="IT FALLS OFF ITS HINGES"
2290 IF H=4870 THEN LET R$="IT IS LOCKED"
2300 RETURN
2310 IF B>6 THEN LET R$="IT DOES NOT BURN"
2320 IF B=26 THEN LET R$="YOU LIT THEM"
2330 IF H=3826 THEN LET R$="NOT BRIGHT ENOUGH"
2340 IF (B=23 OR H=6970) AND C(26)<>0 THEN LET R$="OP NBJOJGU":GOSUB 4260
2350 IF B=23 AND C(26)=0 THEN LET R$="A BRIGHT "+V$:LET F(50)=1
2360 IF H=6970 AND C(26)=0 THEN LET F(43)=1:LET R$="IT HAS TURNED TO ASHES"
2370 RETURN
```

```
2380 IF (B=16 OR B=6) AND  R=41 OR R=51) THEN LET R$="YOU CAPSIZED!":LET F 56)=1
2390 IF H=6516 AND C(16)=0 THEN LET R$="IT IS NOW FULL":LET F(34,=1
2400 IF H=656 THEN LET R$="IT LEAKS OUT!"
2410 RETURN
2420 IF B<>22 OR R<>15 THEN LET R$="DOES NOT GROW!":RETURN
2430 LET R$="OK":LET F,37)=1
2440 RETURN
2450 IF B=22 AND F 37 =1 AND F(34 =1 THEN LET R$=X2$:LET F(38)=1:GOSUB 4260
2460 RETURN
2470 IF B=7 OR B=18 THEN LET R$="THWACK!"
2480 IF H=58.8 THEN LET R$="YOU CLEARED THE WEBS":LET F(66 =1
2490 IF H=187 THEN LET R$="THE DOOR BROKE!":LET E$(18)="NS":LET E$ 28)="NS"
2500 IF H=717 THEN LET R$="YOU BROKE THROUGH":LET E$(71,="N"
2510 RETURN
2520 IF B=16 THEN LET B=22:GOSUB 2450
2530 IF H=499 THEN LET R$="WHERE?"
2540 RETURN
2550 IF H=4337 THEN LET VB=2:GOSUB 800:RETURN
2560 IF R=36 THEN LET R$="YOU FOUND SOMETHING":LET F(13)=0
2570 RETURN
2580 IF R=76 THEN LET VB=4:GOSUB 800:RETURN
2590 IF R=75 THEN LET VB=2:GOSUB 800
2600 RETURN
2610 IF (B=3 AND F 29)=1) THEN LET R$="TAKEN OFF":LET F 29)=0
2620 IF (B=20 AND F(51)=1) THEN LET R$="OK":LET F,51)=0
2630 IF B=36 OR B=50 THEN GOSUB 2950
2640 RETURN
2650 IF H=3859 OR H=3339 OR H=,241 OR H=2241 OR H=751 THEN LET R$="WITH WHAT?"
2660 RETURN
2670 IF H=2340 THEN LET R$="IT GOES ROUND"
2680 IF H=2445 THEN LET R$="UIF HBUFT PQFD, UIF QPPN FNQUJFT":LET F(33)=1:GOSUB 4260
2690 RETURN
2700 IF R=,4 OR R=51 THEN LET R$="YOU HAVE DROWNED":LET F 56)=1
2710 RETURN
2720 LET R$="HOW?":RETURN
2730 IF B=0 OR B>6 THEN RETURN
2740 LET C B,=R:LET R$="DONE"
2750 IF H=418 OR H=5.8 THEN LET R$="YOU DROWNED ":LET F(56 =1
2760 IF B=8 AND F(30)=1 THEN LET C(2)=R
2770 IF B=,6 AND F(34 =1 THEN LET R$="YOU LOST THE WATER ":LET F(34,=0
2780 IF B=2 AND F(30)=1 THEN LET F(30)=0
2790 RETURN
2800 IF B=62 AND F(44)=0 THEN LET R$="YOU DO NOT HAVE ANY"
2810 IF H=5762 AND C,1)=0 AND F(44)>0 THEN GOSUB 3230
2820 RETURN
2830 IF B=0 OR B>6 THEN RETURN
2840 LET R$="DID NOT GO FAR!":LET C(B)=R
2850 IF H=3317 THEN LET R$="ZPV DBWHIU UIF CPBS":LET F,32)=1:GOSUB 4260
2860 RETURN
2870 IF B=10 THEN LET R$="B OJDF LWOF":GOSUB 4260
2880 IF H=5233 THEN LET R$="WHAT WITH?"
```

Be careful not to confuse the capital letter I with the number 1, or the capital letter O with the number 0.

```
2890 IF B=83 THEN LET R$="HOW, O MUSICAL ONE?"
2900 IF H=5610 THEN LET F 35 =1:LET R$=X1$+" IS FREE!":LET E$(56)="NS"
2910 RETURN
2920 IF B=0 OR B>6 THEN RETURN
2930 IF B=5 OR B=24 THEN LET R$="YUM YUM ":LET C(8)=81
2940 RETURN
2950 IF R=4 AND B=50 THEN LET F 45)=1:LET R$="YOU REVEALED A STEEP PASSAGE"
2960 IF R=3 ANI B=50 THEN LET R$="YOU CANNOT MOVE RUBBLE FROM HERE"
2970 IF H=7136 THEN LET R$="THEY ARE WEDGED IN!"
2980 RETURN
2990 IF (B=67 OR B=68  AND C 9)=C AND R=49 THEN LET R$="OK":LET F 47)=1
3000 RETURN
3010 IF R()27 OR B()63 THEN RETURN
*3020 PRINT:PRINT "HOW MANY TIMES?";INPUT MR:IF MR=0 THEN PRINT "A NUMBER":GOTO 3020
3030 IF MR=F(42  THEN LET R$="A ROCK DOOR OPENS":LET E$(27 ="EN":RETURN
3040 LET R$="?PV IBWF NJTJSFBUFE JF DFMM!":LET F 56 -1:GOSUB 4260:RETURN
3050 IF H=5861 THEN LET H=5818:GOSUB 2470
3060 RETURN
3070 IF  H=4864 OR H=4819  AND C(19)=0 THEN LET R$=X6$:LET F 63 -1:GOSUB 4260
3080 IF B=27 THEN GOSUB 1290
3090 RETURN
3100 IF H=7549 OR H=7649 THEN LET R$="WHAT WITH?"
3110 IF B=1 OR B=62 THEN GOSUB 1750
3120 RETURN
3130 IF H=4870 AND C(21)=0 THEN LET R$="THE KEY TURNS ":LET F(70)=1
3140 RETURN
3150 IF H=1870 THEN LET R$="HOW?"
3160 RETURN
3170 IF R=48 THEN LET R$="HOW?"
3180 RETURN
3190 LET R$="ARE YOU THIRSTY?"
3200 RETURN
32.0 LET R$="HE TAKES IT AND SAYS  "+STR$(F 42))+" RINGS ARE NEEDED ":LET C(25 =81
3220 RETURN
3230 LET F(44)=F(44 -1:LET R$="A NUMBER APPEARS - "+STR$(F(41 )
3240 IF F(44)=0 THEN LET C(1 -81
3250 RETURN
3260 PRINT "E" R$="XIBU JT UIF DPEF" GOSUB 4260:PRINT R$:INPUT CN
3270 LET R$="WRONG!":IF CN=F 41) THEN LET R$="IT OPENS":LET F(21)=0
3280 RETURN
3290 LET T=R:LET R=F(F,52)+57):GOSUB 3310:LET R=T
*3300 LET R$=X4$+RIGHT$(D$,LEN D$)-2):RETURN
*3310 RESTORE:FOR I=1 TO R:READ D$:NEXT I
3320 RETURN
*3330 RESTORE:FOR I=1 TO 80:READ D$:NEXT I
3340 RETURN
*3350 LET D$=RIGHT$(D$,LEN(D$)-1):RETURN
*3360 PRINT "PRESS RETURN TO CONTINUE"
3370 INPUT Z$:RETURN
*3380 DIM C(8),E$(80),F(70),X$(6),Y$(6),G$(2)
3390 GOSUB 3330
```

```
3400 FOR I=1 TO NO:READ T$:NEXT I
3410 FOR I=1 TO 6:READ X$(I),Y$(I):NEXT I
3420 LET B$="NOOEDOSÖOWOOJOODOOINvGETTAKEXAREAGIvSAYPICWEATJECLIRIGJSEOPE"
3430 LET B$=B$+"LIGFELPLAWATSWIEMPENTCROREMFEETURDIVBAILEATHRINSBLOORDEATMOV"
3440 LET B$=B$+"INTRINCJTHOLBURPDISHOLNLWITDRICOLPAYMAXBRESTEGATREF"
3450 LET X6$="IPV SFGMFDUFE LIF XJABSET HMBSF  IF JT EFBE"
3460 LET X1$="THE GHOST OF THE GOBLIN GUARDIAN"
3470 LET X2$="B MBSHF WJOF HSPXT JO TFDPDET "
3480 LET X3$="A GRARG PATROL APPROACHES"
3490 LET X4$="MAGIC WORDS LIE AT THE CROSSROADS, THE FOLNTAIN AND THE "
3500 LET X5$="A PILE OF RJBBLE BLOCKS YOJR PATH"
3510 LET X7$="THE MOLNTAIN RUMBLES!"
3520 LET X8$="TOWERS FALL DOWN "
3530 LET X9$="THE WIZARD HAS YOL IN HIS GLARE"
3540 LET XB$="HE LEADS YOL "
3550 GOSJB 4400:PRINT "DO YOJ WANT TO"
3560 PRINT;PRINT "   .. START A NEW GAME"
3570 PRINT "OR 2. CONTINLE A SAVED GAME"
3580 PRINT:PRINT:PRINT "TYPE IN EITHER 1 OR 2"
3590 INPLT C:IF C()1 AND C()2 THEN GOTO 3580
3600 IF C=1 THEN GOSLB 4450
3610 IF C=2 THEN GOSLB 4600
3620 RETLRN

3630 DATA 11HALF-DLG GRAVE,12GOBLIN GRAVEYARD
3640 DATA 11HOLLOW TOMB,23STALACTITES AND STALAGMITES
3650 DATA 11MAZE OF TLNNELS,11VAULTED CAVERN
3660 DATA 23HIGH GLASS GATES,12ENTRANCE HALL TO THE PALACE
3670 DATA 31GRARG SENTRY POST,12GUARD ROOM
3680 DATA 31MARSHY INLET,23RUSTY GATES
3690 DATA 12GAMEKEEPER'S COTTAGE,31MISTY POOL
3700 DATA 11HIGH-WALLED GARDEN,14INSCRIBED CAVERN
3710 DATA 34ORNATE FOJNTAIN,.1DANK CORRIDOR
3720 DATA 12LONG GALLERY,12KITCHENS OF THE PALACE
3730 DATA 34OLD KILN,44OVERGROWN TRACK
3740 DATA 31DISLSED WATERWHEEL,33SLLICE GATES
3750 DATA 11GAP BETWEEN SOME BOLLDERS,4.PERILOLS PATH
3760 DATA 3.SILVER BELL IN THE ROCK,.2DJNGEONS OF THE PALACE
3770 DATA 11BANQUETING HALL,42PALACE BATTLEMENTS
3780 DATA 44ISLAND SHORE,31BEACHED KETCH
3790 DATA 13BARREN COLNTRYSIDE,33SACKS JN THE LPPER FLOOR
3800 DATA 46FROZEN POND,21MOUNTAIN HUT
3810 DATA 31ROW OF CASKS,11WINE CELLAR
3820 DATA 12HALL OF TAPESTRIES,11DLSTY LIBRARY
3830 DATA 13ROLGH WATER,11PLOUGHED FIELD
3840 DATA 55OLTSIDE A WINDMILL,42LOWER FLOOR OF THE MILL
3850 DATA 44ICY PATH,41SCREE SLOPE
3860 DATA 12SILVER CHAMBER,12WIZARD S LAIR
3870 DATA 11MOSAIC-FLOORED HALL,12SILVER THRONE ROOM
3880 DATA 12MIDDLE OF THE LAKE,42EDGE OF AN ICY LAKE
3890 DATA 41PITTED TRACK 41HIGH PINNACLE
```

You could ask someone to read out lines 3420 to 3440 to you as they are very difficult to copy correctly

Be careful not to miss anything out when you type these data lines. It might help if someone reads them out to you.

```
3900 DATA 55ABOVE A GLACIER,21HUGE FALLEN OAK
3910 DATA 11TURRET ROOM WITH A SLOT MACHINE,11COBWEBBY ROOM
3920 DATA 31SAFE IN OGBAN S CHAMBER,31CUPBOARD IN A CORNER
3930 DATA 11NARROW PASSAGE,16CAVE
3940 DATA 11WOODMAN'S HUT,42SIDE OF A WOODED VALLEY
3950 DATA 21STREAM IN A VALLEY BOTTOM,11DEEP DARK WOOD
3960 DATA 1;SHADY HOLLOW,34ANCIENT STONE CIRCLE
3970 DATA 16STABLE,14ATTIC BEDROOM
3980 DATA 11DAMP WELL BOTTOM,32TOP OF A DEEP WELL
3990 DATA 31BURNT-OUT CAMPFIRE,16ORCHARD
4000 DATA 62END OF A BRIDGE,62END OF A BRIDGE
4010 DATA 61CROSSROADS,41WINDING ROAD
4020 DATA 11VILLAGE OF RUSTIC HOUSES,11WHITE COTTAGE
4030 DATA 3COINS,1SHEET,3BOOTS,1HORSESHOE,3APPLES,1BUCKET,4AXE,1BOAT,1PHIAL
4040 DATA 3REEDS,.BONE,1SHIELD,3PLANKS,1ROPE,1RING,1JUG,1NET,1SWORD
4050 DATA 1SILVER PLATE,1UNIFORM,.KEY,3SEEDS,1LAMP,3BREAD,1BROOCH,3MATCHES
4060 DATA 2STONE OF DESTINY,4APPLE,BED,CUPBOARD,BRIDGE,TREES,SAIL,KILN
4070 DATA KETCH,BRICKS WINDMILL,SACKS,OGBAN S BOAR,WHEEL
4080 DATA PONY,GRAVESTONES,POOL,GATES,HANDLE,HUT,VINE,INSCRIPTIONS,TROLL,RUBBLE
4090 DATA HOUND,FOUNTAIN,CIRCLE,MOSAICS,BOOKS,CASKS,WELL,WALLS,RATS,SAFE
4100 DATA COBWEBS,COIN,BELL,UP SILVER PLATE,STONES,KITCHENS,GOBLET,WINE
4110 DATA GRARGS,DOOR,AWAKE,GUIDE,PROTECT,LEAD,HELP,CHEST,WATER
4120 DATA STABLES,SLUICE GATES,POT,STATUE,PINNACLE,MUSIC MAGIC WORDS
4130 DATA MISTY POOL,WELL BOTTOM,OLD KILN,MOUNTAIN HUT
* 4140 DATA IN,A,NEAR,THE,BY,SOME,ON,AN,"","",AT,A SMALL
4150 DATA E,ESW,WE,EW,EW,ESW,ESW,ES,EW,SW
4160 DATA S,N,ES,SW,S,NW,N,N,ES,NSW
4170 DATA NS,E,NSW,N,NES,EW,W,S,NS,N
4180 DATA NES,W,NS,D,NES,SW,E,NW,NS,S
4190 DATA NS,E,NSEW,WU,UD,NS,E,SW,NSE,NW
4200 DATA NE,EW,NSW,E,WN,S,E,NEW,NW,S
4210 DATA ES,SW,NES,EW,SW,NE,EW,ESW,SW,ND
* 4220 DATA " ",E,NEW,EW,NEW,EW,EW,NEW,NEW,WU
* 4230 DATA 80,70,60,69,74,72,63 52,20,11,1,14,36,54,61,21,32,10,50
* 4240 DATA 29,59,34,13,80,30,81,47,74
4250 DATA 1,2,3,4,5,9,12,13,16,17,20,21,22

4260 LET Z$="":FOR I=1 TO LEN(R$)
* 4270 LET C$=MID$ R$,I,1 :IF C$("A" THEN LET Z$=Z$+C$:GOTO 4300
* 4280 LET C=ASC.C$)-1:IF C-64 THEN LET C=90
4290 LET Z$-Z$+CHR$ C)
4300 NEXT I:LET R$=I$:RETURN
4310 LET J$="SSSSSSSS":LET NG=0
4320 LET MP-D/2:GOSUB 4400
4330 PRINT "YOU ARE LOST IN THE";PRINT "     TUNNELS"
4340 PRINT "WHICH WAY?  N,S,W OR E)"
4350 IF NG>15 THEN PRINT "(OR G TO GIVE UP')"
* 4360 PRINT:INPUT W$:LET J$=RIGHT$(J$+RIGHT$(W$,1),8)
4370 IF W$="G" THEN LET F(56)=.:RETURN
4380 IF J$(>6$(MP) THEN LET NG=NG+1:GOTO 4320
4390 RETURN
```

```
*4400 CLS:PRINT
 4410 PRINT TAB(E,2-9,;"MYSTERY OF SILVER"
 4420 PRINT TAB(E,2-9);"    MOUNTAIN"
*4430 PRINT "==========  ======  ==========="
*4440 PRINT:PRINT:RETURN
 4450 FOR I=1 TO 80:READ E$(I):NEXT I
 4460 FOR I=1 TO 6:READ C(I):NEXT I
 4470 FOR I=1 TO 13:READ A:LET F,A)=1:NEXT I
*4480 LET F(41 =INT,RND(1 *900,+100:LET F(42,-INT(RND(1)*3 +2
*4490 LET F(44 -4:LET F(57)=6B:LET F 58)=54:LET F,59)=15:LET F,52 -INT RND(1)*3
 4500 LET R=77:LET R$="GOOD LUCK ON YOUR QUEST!"
 4510 LET G$ 1)="":FOR I=1 TO 8
*4520 LET F$=MID$,B$,,+INT(RND(1)*4)+3,1,
*4530 LET G$(1 =G$(1)+F$
 4540 IF F$="N" THEN LET L$="S"
 4550 IF F$="S" THEN LET L$="N"
 4560 IF F$="E" THEN LET L$="W"
 4570 IF F$="W" THEN LET L$="E"
*4580 LET G$,2)=L$+G$,2)
 4590 NEXT I:RETURN
*4600 GOSUB 4640:GOSUB 4670
 4610 LET R=F(69):LET R$="OK. CARRY ON"
 4620 RETURN
 4630 LET F(69 =R:GOSUB 4640:GOSUB 4760:PRINT "BYE...":STOP

*4640 PRINT:PRINT 'PLEASE ENTER FILE NAME":INPUT FL$
 4650 RETURN
 4660 REM READ DATA FILE
*4670 REM
*4680 PRINT "OK. SEARCHING FOR ";FL$
*4690 X=OPENIN,FL$,:PRINT "Ok. LOADING"
*4700 FOR I=1 TO 80:INPUT#X,E$(I):NEXT
*4710 FOR I=1 TO 6:INPUT#X,C(I):NEXT
*4720 FOR I=1 TO 70:INPUT#X,F 1):NEXT
*4730 INPUT#X G$ 1 :INPUT#X,G$(2)
*4740 CLOSE#X:RETURN
 4750 REM SAVE DATA FILE
*4760 REM
*4770 X-OPENOUT(FL$):PRINT "OK. SAVING"
*4780 FOR I=1 TO 80:PRINT#X,E$(I):NEXT
*4790 FOR I=1 TO 6:PRINT#X,C(I):NEXT
*4800 FOR I=1 TO 70:PRINT#X,F,1):NEXT
*4810 PRINT#X,G$,1 :PRINT#X,G$(2)
*4820 CLOSE#X:RETURN
 4830 LET LS=1:LET LP=1
 4840 FOR I=1 TO LEN(J$)
*4850 IF MID$(J$,I,1)=" " AND LL>5 THEN PRINT MID$(J$,LP,LS-LP):LET LL=1 LS:LET LP=LS+1
*4860 IF MID$(J$,I,1)=" " THEN LET LS=I
 4870 LET LL=LL+1:NEXT I
*4880 PRINT MID$(J$,LP,LEN J$ -LP);
 4890 RETURN
```

You need to type in different numbers of equals signs on different computers in line 4430. See pages 28 to 30.

Lines 4640 to 4820 save or load an unfinished game.

Program changes for different computers

On the next three pages are listed all the changes you need to make to the main program for the following computers: Commodore 64, VIC 20 (+16K RAM), Apple II, TRS-80 Colour Computer 32K), BBC (32K), Electron and 48K Spectrum Find the section for your computer and follow the instructions.

Commodore 64

Leave out the command **LET** wherever it occurs in the program listing. Alter, add or leave out the following lines.

510 Leave out all the spaces between the words and numbers in this line EXCEPT inside the quotes.

580, 600, 620 Leave out the spaces between the words and numbers in these lines.

900 Leave out all the spaces in this line. Use the shortened form of **RETURN** at the end of the line: type **RET** and hold the shift key down as you press the letter T.

910, 1010, 1040, 1070, 1200, 1240 Leave out all spaces in these lines.

1600 Leave out all the spaces in this line except those inside quotes. Use the shortened form of **GOSUB**: type **GOS** and hold the shift key down when you press the letter S.

3020 Leave out all the spaces in this line.

```
4400 PRINT CHR$(147):PRINT
4690 OPEN 1,1,0,FL$:PRINT "OK, LOADING"
4700 FOR I=1 TO 80:INPUT#1,E$(I):NEXT I
4710 FOR I=1 TO 6:INPUT#1,C(I):NEXT I
4720 FOR I=1 TO 70:INPUT#1,F(I):NEXT I
4730 INPUT#1,G$(1):INPUT#1,G$(2)
4740 CLOSE 1:RETURN
4770 OPEN 1,1,1,FL$:PRINT "OK, SAVING"
4780 FOR I=1 TO 80:PRINT#1,E$(I):NEXT I
4790 FOR I=1 TO 6:PRINT#1,C(I):NEXT I
4800 FOR I=1 TO 70:PRINT#1,F(I):NEXT I
4810 PRINT#1,G$(1):PRINT#1,G$(2)
4820 CLOSE 1:RETURN
```

VIC 20

Leave out the command LET wherever it occurs in the program listing.

```
 10 LET EL=21:LET NO=88:LET NV=57:LET G=28
```

250 Type in 22 equals signs in this line.

```
690 GOSUB 4400:J$=R$+" ":GOSUB 4830:PRINT
700 PRINT "YOU HAVE FAILED IN":PRINT "YOUR
    QUEST"
710 PRINT:PRINT "BUT YOU ARE GRANTED":PRINT
    "ANOTHER TRY"
760 PRINT "YOU HAVE SUCCEEDED IN"
770 PRINT "YOUR QUEST AND BROUGHT"
780 PRINT "PEACE TO THE LAND"
```

900, 1600 Leave out all the spaces between words and numbers except inside the quotes.

4430 Type in 22 equals signs in this line.

4400-4820 Change these lines as for the Commodore 64 (see above).

TRS-80 Colour Computer (32K)

You can leave out the command **LET** if you want.

```
   5 CLEAR 700
  10 LET EL=31:LET NO=88:LET NV=57:LET G=28
```

250 Type in 32 equals signs in this line.

```
 260 PRINT "WHAT WILL YOU DO NOW "
```

4430 Type in 32 equals signs in this line.

```
4440 RETURN
```

4480, 4490, 4520 Change **RND(1)** to **RND(0)**.

```
4670 INPUT "PRESS PLAY ON TAPE, THEN PRESS
     ENTER";J$
4690 OPEN "I",#-1,FL$:PRINT "OK, LOADING"
4700 FOR I=1 TO 80:INPUT#-1,E$(I):NEXT I
4710 FOR I=1 TO 6:INPUT#-1,C(I):NEXT I
4720 FOR I=1 TO 70:INPUT#-1,F(I):NEXT I
4730 INPUT#-1,G$(1):INPUT#-1,G$(2)
4740 CLOSE#-1:RETURN
4760 INPUT "PRESS RECORD AND PLAY, THEN
     PRESS ENTER";J$
4770 OPEN "O",#-1,FL$:PRINT "OK, SAVING"
4780 FOR I=1 TO 80:PRINT#-1,E$(I):NEXT I
4790 FOR I=1 TO 6:PRINT#-1,C(I):NEXT I
4800 FOR I=1 TO 70:PRINT#-1,F(I):NEXT I
4810 PRINT#-1,G$(1):PRINT#-1,G$(2)
4820 CLOSE#-1:RETURN
```

Apple II

If you are using a cassette recorder with your Apple, you cannot save a partly finished game on tape. (You can save the whole game listing on tape, but you have to start a new game each time you load it.) Alter or leave out the following lines.

```
3610 IF C=2 THEN GOSUB 4450
4400 HOME:PRINT
4600-4820 Leave out these lines.
```

If you have a disk drive, you can save a partly-finished game. Type in the program making the following changes:

```
4400 HOME:PRINT
4690 D$="(Press control D)":PRINT D$;
     "OPEN"+FL$:PRINT D$;"READ"+F$
4700 FOR I=1 TO 80:INPUT E$(I):NEXT I
4710 FOR I=1 TO 6:INPUT C(I):NEXT I
4720 FOR I=1 TO 70:INPUT F(I) NEXT I
4730 INPUT B$(1):INPUT B$(2)
4740 PRINT D$;"CLOSE"+F$:RETURN
4770 D$="(Press control D)":PRINT D$;
     "OPEN"+F$:PRINT D$;"WRITE"+F$
4780 FOR I=1 TO 80:PRINT E$(I ):NEXT I
4790 FOR I=1 TO 6:PRINT C(I):NEXT I
4800 FOR I=1 TO 70:PRINT F(I):NEXT I
4810 PRINT B$(1):PRINT B$(2)
4820 PRINT D$;"CLOSE"+FL$:RETURN
```

Electron

Leave out the command **LET** wherever it occurs in the program listing

BBC

You can leave out the command **LET** if you want.

Spectrum

Keep the CAPS LOCK key on when you are typing in the program and playing the game. Wherever you come across **X1$** to **X9$** or **XB$** in the program, replace them with the words inside the quote marks in lines 3450-3540 in the main listing. For example, line 530 will be:

```
530 IF R=48 AND F 63,=0 THEN LET R$="THE WIZARD HAS YOU IN HIS GLARE" GOTO 30
```

Alter, add or leave out lines as follows:

```
 10 LET EL=32:LET NO-88:LET NV=57:LET G=28
 60 LET P$=X$(VAL(D$(1)))
 61 IF P$(1)=" " THEN LET P$="":GOTO 69
 63 IF P$(LEN(P$))=" " THEN LET P$=P$( TO LEN(P$)-1):GOTO 63
 65 LET P$=P$+" "+Y$(VAL(D$ 2)))
 68 IF P$(LEN(P$))=" " THEN LET P$=P$( TO LEN(P$)-1):GOTO 68
 69 LET P$=P$+" "
 70 LET J$=R$+", "+"YOU ARE "+P$+D$(3 TO )+" ":GOSUB 4830
110 Leave out this line.
120 IF F(1)=0 AND C(1)=R THEN GOSUB 4900
180 IF R=18 AND E$(18)="N   " THEN LET J$=J$+" AN OAK DOOR,"
230 FOR I=1 TO LEN(E$(R,)):IF E$ R,I)<>" " THEN PRINT E$(R,I);",";
250 Type in 32 equals signs in this line
300 FOR I=1 TO LEN(I$)-1
310 IF I$(I)=" " AND V$="" THEN LET V$=I$( TO I-1)
320 IF I$(I+1)<>" " AND V$<>"" THEN LET T$=I$(I+1 TO ):LET I=LEN I$)
360 LET J$=V$( TO 3)
370 FOR I=1 TO NV:IF B$(I*3-2 TO I*3 =J$ THEN LET VB=I:LET I=NV
550 GOSUB X(VB)
560-640 Leave out these lines
1070 IF R=37 AND D=4 AND E$(37)="EW  " THEN LET R-67:LET R$="THE PASSAGE WAS STEEP ":RETURN
1110 LET K$=E$(OM,1)
3300 LET R$="MAGIC WORDS LIE AT THE CROSSROADS, THE FOUNTAIN AND THE "+D$ 3 TO ):RETURN
```

```
3310 LET X=INT((R-1)/2)+1
3312 RESTORE X*10+3620
3315 FOR I=0 TO R-X*2+1
3317 READ D$:NEXT I
3330 RESTORE 4030
3350 LET O$=O$(2 TO  :RETURN
3360 PRINT "PRESS ENTER TO CONTINUE"
3380 DIM C(6 :DIM E$ 80,4):DIM F 70 :DIM X$(6,4):DIM Y$(6,7):DIM G$(2,8):DIM X(NV+1)
```

3450-3540 Leave out these lines.

```
3545 GOSUB 5000
```

3630-4220 The words in the **DATA** lines need to be inside quotes, for example:

```
3630 DATA "1|HALF-DUG GRAVE","12GOBLIN GRAVEYARD"
```

4240 Do not put quote marks round the pairs of quote marks in this line

4220 Do not put quote marks round the pair of quote marks in this line.

4230-4250 The numbers in these **DATA** lines do not need to go inside quote marks.

```
4270 LET C$=A$(I):IF C$("A" THEN LET Z$=Z$+C$:GOTO 4300
4280 LET C=CODE(C$)-1:IF C=64 THEN LET C=90
4360 PRINT:INPUT W$:LET J$=(J$+W$,1))(2 TO )
```

4430 Type in 32 equals signs in this line.

4480,4490 Change **RND(1)** to **RND** in these lines.

```
4520 LET F$=B$(1+INT(RND*4)*3)
4530 LET B$(I)=G$ 1)( TO I-1)+F$
4580 LET G$(2)=L$+G$(2)[ TO I-1)
```

4640 Replace **FL$** with **F$**.

```
4680 PRINT "OK, SEARCHING FOR ";F$
```

4690 Leave out this line.

```
4700 LOAD F$+"(E$)" DATA E$ )
4710 LOAD F$+" C)" DATA C
4720 LOAD F$+"(F)" DATA F,)
4730 LOAD F$+"(G$)" DATA G$ )
4740 RETURN
```

4770 Leave out this line.

```
4780 SAVE F$+"(E$)" DATA E$()
4790 SAVE F$+" C)" DATA C
4800 SAVE F$+"(F)" DATA F
4810 SAVE F$+"(G$)" DATA G$()
4820 RETURN
4850 IF J$ I)=" " AND LL)EL THEN PRINT J$ LP TO LS-1 :LET LL=I-LS:LET LP=LS+1
4860 IF J$(I)=" " THEN LET LS=I
4880 PRINT J$(LP TO );
4900 LET P$=Y$(VAL(O$(1)));GOSUB 3350
4910 IF P$(LEN(P$) =" " THEN LET P$=P$, TO LEN(P$)-1 :GOTO 4910
4920 LET J$=J$+" "+P$+" "+O$+","
4930 RETURN
5000 RESTORE 6000:FOR I=1 TO NV+1
5010 READ X(I):NEXT I
5020 RESTORE 4150:RETURN
6000 DATA 800,800,800,800,800,800,1220,1290,1290,1470,1470,1750,1890
6010 DATA 1960,1980,2010,2050,2870,2120,2220,2310,2380,2420,2450,2470,2520
6020 DATA 2550,2580,2610,2650,2670,2700,2720,2730,2830,2800,2870,2730,2920
6030 DATA 2950,2990,3010,3050,3070,3110,2990,3070,3130,2120,3190,1470,3100
6040 DATA 2870,3150,1290,1290,3170,3200
```

Saving a partly-finished game on the Spectrum

When you save a partly finished game (see page 31), you need to give the game a file name. Then the message **START TAPE, THEN PRESS ANY KEY** will appear on the screen. The computer saves the data in four blocks. After each block it puts this same message on the screen and you need to press **ENTER** to make the computer save the next block of data.

How to play the game

```
MYSTERY OF SILVER
    MOUNTAIN
================

DO YOU WANT TO
   1. START A NEW GAME
OR 2. CONTINUE A SAVED GAME

TYPE IN EITHER 1 OR 2
?
```

When you type RUN, this message appears on the screen. Type 1 and press RETURN to begin a game. (2 is for loading a game you have already started. There is more about this at the bottom of the page.)

```
MYSTERY OF SILVER
    MOUNTAIN
================

GOOD LUCK ON YOUR QUEST! YOU
ARE AT A CROSSROADS AND YOU
CAN GO E,W

WHAT WILL YOU DO NOW
?
```

When the game begins, the computer prints this message telling you where you are and that you can move east or west. You move around in the game by typing N, S, E, W, U or D for north, south, east, west, up or down.

```
OK. YOU ARE BY A WOODSHED, YOU
CAN SEE AN AXE, AND YOU CAN GO
N,E,S

WHAT WILL YOU DO NOW
?GET AXE
```

Each time you move, the computer will describe where you are. If you want to take something with you, type GET or TAKE and the name of the object. Typing INV (short for inventory) will list all the objects you are carrying.

```
OK. YOU ARE BY A MOAT AND YOU
CAN GO N,E

WHAT WILL YOU DO NOW
?SWIM MOAT
```

You can give the computer instructions consisting of two words, such as UNLOCK DOOR or FILL JAR.* Instructions such as READ MESSAGE or EXAMINE PICTURES sometimes reveal further information.

```
YOU CAN'T STRIKE MATCH. YOU
ARE BY AN OLD BONFIRE, AND YOU
CAN GO S,W,E

WHAT WILL YOU DO NOW
?LIGHT FIRE
```

The computer is only programmed to understand certain instructions. If it does not understand your command, it prints a message such as the one above or PARDON? or TRY SOMETHING ELSE.

```
OK. YOU ARE AT A HIGH WALL AND
YOU CAN GO N,W

WHAT WILL YOU DO NOW
?SAVE GAME

PLEASE ENTER FILENAME
?GAME
```

Typing SAVE GAME at any stage lets you store a partly-finished game on tape or disk. You can continue the game later by typing 2 in response to the question which appears on the screen when you load and run the game program (see top of page).

*If an object has a name consisting of two words, e.g. silver plate, you can use three-word instructions, such as USE SILVER PLATE.

Hints and clues

Do not look at this page unless you are thoroughly stuck. It contains clues which might help you, but you need to work out how to read them first. If you need further help, write to the address at the bottom of the page, stating where you get stuck, and you will be sent a further sheet of clues. Mark the envelope SILVER MOUNTAIN and enclose a stamped addressed envelope.

If the program does not work or you get error messages, check each line for mistakes. Ask someone to read it out to you including all the punctuation. If you still have problems, send a copy on cassette to the address below stating what computer you have and what the problem is. Mark the envelope SILVER MOUNTAIN and enclose stamps for return postage.

Here is a list of instructions the computer understands. If you type a different instruction the computer will not understand it even if it makes sense to you.

GET	TAKE	EXAMINE
READ	GIVE	SAY
PICK	WEAR	TIE
CLIMB	RIG	USE
OPEN	LIGHT	FILL
PLANT	WATER	SWING
EMPTY	ENTER	CROSS
REMOVE	FEED	TURN
DIVE	BAIL	LEAVE
THROW	INSERT	BLOW
DROP	EAT	MOVE
INTO	RING	CUT
HOLD	BURN	POISON
SHOW	UNLOCK	WITH
DRINK	COUNT	PAY
MAKE	BREAK	STEAL
GATHER	REFLECT	

High walled rock garden

You need things to plant – and something to help them grow.

Bridge

This is a toll bridge.

Misty pool

There is something mysterious here. You need to empty the pool to find out what it is.

Ogban's Boar

Look around on the island for something to help you get past the Boar.

Mosaic-floored hall

1. What is at the end of the hall? (Look in the picture on page 14.) If you have been to the kitchens, you may have found something to use here which will prevent Ogban from harming you – for good.
2. Your passage is blocked by Magrag's evil spells. Only if you are carrying all the magic objects will you be allowed to go east.

Stables

You need something from the wooden door of the stable. The Gnargs carry matches in their uniforms.

Fallen oak

The Goblin Guardian is listening for the sound of the wind blowing through the reeds of the marshes where he was born.

Wooded valley

The Hermit will trust you if you give him something that used to belong to him.

Underground tunnels

You can find out in which directions to travel by examining some inscriptions not far away.

Attic bedroom

What would you expect to find in a bedroom? Examine it and see if there is anything useful.

Silver Chamber

You must HOLD the Stone of Destiny and SAY the magic words one by one.

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